CHILDREN'S PARTIES for SUNDAY SCHOOL and HOME

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CHILDREN'S PARTIES *for* SUNDAY SCHOOL *and* HOME

PUBLISHED BY
WILLIAM H. DIETZ CO.
"The Sunday School Supply People"
CHICAGO

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TABLE SET FOR BUTTERFLY PARTY

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by
LOTTIE E. FITCH
Chicago

AUG 30 1915

Dedicated to the Little Children of the
AUSTIN METHODIST EPISCOPAL SUNDAY SCHOOL
for whom these parties were
originally planned.

THE Chicago Graded Union of Sunday School Teachers is pleased to recommend to teachers and parents this little book, which presents varied plans for "CHILDREN'S PARTIES FOR SUNDAY SCHOOL AND HOME." The Union feels honored that one of its members has gathered from her experience of several years, the detail of many parties appropriate to all seasons and special days. The outlines are so complete that others can easily adapt them. It is with the hope that the hearts of thousands of children may be made happy by these parties that the Graded Union of Chicago bespeaks for the book a warm welcome.

Ida F. Leyda.

President.

Sarah Ida Perry Bush.

Secretary.

Foreword

THE parties described in this book with the exception of that given for Temperance, are monthly entertainments used by the author with her own class of Sunday School children. In planning these parties we tried to make them entertaining and instructive, but inexpensive and with as little work as possible, since we would rather have a simple party once a month than to have only one a year and that elaborate. We also wanted to impress upon the minds of the children that to have a good time did not depend so much on what some one else did for them as on what they did for some one else.

With this in mind they were usually asked to bring something for charitable institutions. Sometimes it was soup for the day nursery, sometimes crackers for the grandmas in the Old People's Home, sometimes cereal for the Orphanage, or jelly for children in the hospital. If the children can make something it is even better than just buying things.

In February they made valentines for the Crippled Children's Home. One Easter they colored eggs and another time they made pretty little Easter gifts from egg shells. For a month or more before the party eggs were saved. A hole was made in both ends of the shell and the inside was blown out. On these shells the children pasted a pretty scrap picture flower, bird or butterfly and ran a ribbon through so it could be hung up. Many other simple little things can be made by the children which will bring happiness to others as well as to themselves.

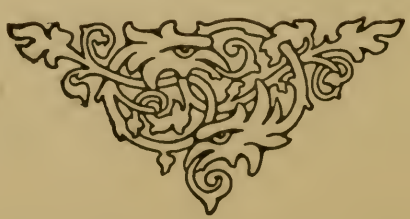
With most children the real party begins when they sit down to the table. Here again we tried to make it plain that

they didn't come just for something to eat. Christmas was the only time the children had ice cream. The other months we gave them a little candy, cake or cookies, furnished by the mothers whose children had birthdays during the month. They also had one other thing. As there were over a hundred children in the department and the birthdays were pretty well scattered through the year there was always plenty of cake. The refreshments were usually served on the bare table with paper doilies at each place. Paper plates were used whenever possible to save dish washing.

When it came to the games we had to keep in mind that the majority of the children knew but few and that they would rather play the ones they knew than to learn others. That is why we have so many times used the same game with a different name. A book of games almost invaluable to a teacher of young children is "Singing Games, Old and New," by Mari Hofer.

Realizing how much the children enjoy listening to stories, and the great benefit to be derived from them, we tried to have a story for each party. Most of them were taken from "For the Children's Hour," by Carolyn S. Bailey and Clara M. Lewis.

If this book is the means of helping some teacher to give a party thereby binding the children closer to the school and to give them an opportunity of putting into practice some of the things they have learned in Sunday School, it will have accomplished the end for which it was written.



A Snowball Party

AT THE time of the year when one would be most likely to want to give a **Snowball Party**, not many children could come. But for those who could it would be great fun. The invitations should be made from a circle of white bristol board. Spread one side with paste and then sprinkle with diamond dust to make it look like snow. On the opposite side write the invitation.

For this party you will need a lot of cotton snow balls. Instead of making them before hand, let the children who come early help you. They will take great delight in forming balls out of cotton and wrapping them in tissue paper. Have some older person tie the string around to keep them in place.

If the room where the children play is large, they might have a **Snowball Contest.** Form in line. Give each child a snow ball. They throw them, one at a time, just as far as they can. After all have had their turn they can gather up the snow balls for the next game.

Suspend a barrel hoop covered with cotton from the ceiling. Give each child a turn at throwing his snow ball through the hoop.

Collect the snow balls again and keep ten of them for the **Snowball Race.** Form the children in two rows with the same number in each line. Give five balls to the leader of each side. At a given signal, the leader passes one to the child next to him, who in turn passes it on till all the snow balls reach the other end. The side which passes all their balls to the other end first, wins.

The game which will give the children most enjoyment of all is **Knocking the Hat off the Snow Man.** To make the snow man, tie a string real tight to a roll of cotton about one-third of the way down. This forms the head and body. To make the head a little better shape, with a coarse needle and some twine gather it at the top. Sew buttons on for eyes, nose and mouth.

When they get through with this they will need to have some quieting game or a story. A good story to tell would be "The Snow Man," by Andersen.

Everything in the dining room should be in white. In the center of the table have a pile of popcorn balls. At each place have a cuddled apple covered with whipped cream to further carry out the snow ball idea. To cuddle apples, core and peel them, drop in hot syrup and cook till clear. They must be watched carefully and taken out before they break.

Additional Games

ADDITIONAL GAMES

Winter Party

THERE are many things in the winter time to give the children pleasure, but the thing most essential is snow. Pretty little pictures of winter scenes advertising a certain make of sleds, were used for this party. On the outside of a piece of paper twice as large as the picture, folded through the middle, paste the picture. Write the invitation inside.

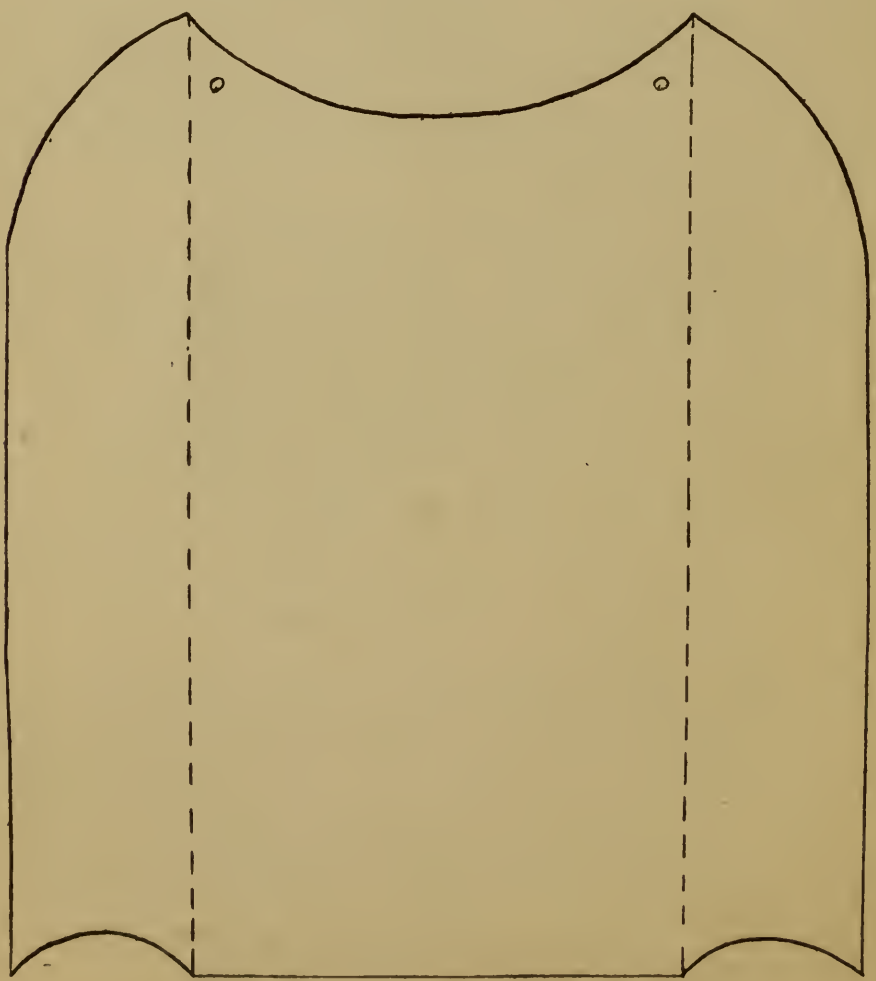
Was there ever a little child who did not like to play horse? Choose two children for horses and one for the driver. Have some lines with bells on for the driver to use in hitching up his horses. They gallop around the circle of children several times; then stop in front of some one, who gets in the sleigh (between the lines) and goes for a ride. Others are picked up along the way till the sleigh is full. Then they ride several times around the room.

As the children probably meet **Jack Frost** on their ride, let them play this game next. All stand in a circle and one is chosen for Jack Frost. He runs around and touches one of the children on the hand, then goes back to his place. The child touched says, "Jack Frost came this way." The one to the left says, "What did he do?" The first child replies, "He nipped my right hand," and shakes his right hand. No. 2 tells No. 3 about Jack Frost, each doing as No. 1 did until it has gone all around the circle. Jack Frost then nips some one's left hand. This goes the rounds and then he nips other parts until the whole body of every child is shaking.

Drop the Snowball is another game appropriate for a winter party. The children form in a circle the same as for Drop the Handkerchief, but instead of dropping a handkerchief they drop a cotton snow ball. The child who picks up the snow ball throws it at the one who dropped it and tries to hit him. The one hit goes in the middle of the circle the same as he would if he were caught in Drop the Handkerchief.

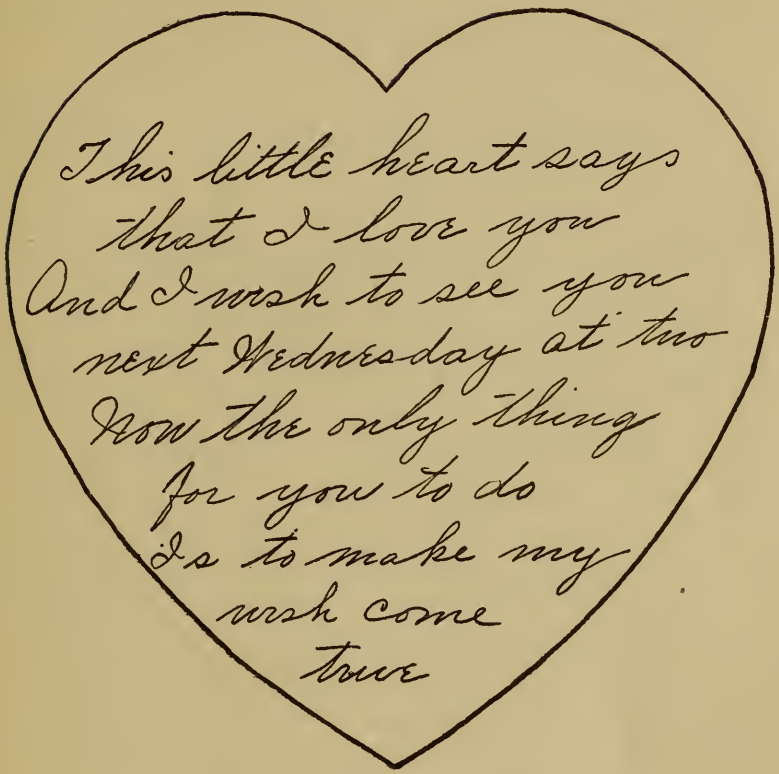
When the children are ready to rest tell them the story of "Blue Bird's First Winter," by Katherine Spear.

It will be no trouble to make the table look wintry. In the center make a mound of cotton and sprinkle with diamond dust. Dress a couple of five cent dolls in cap and coat and have them coasting down the hill on sleds. These can be made of red bristol board three and one-half inches wide by four inches long. Fold back three-fourths of an inch on each side to form the runners. Round off the front part of the runners and hollow out the back. A sled similar to this can be made for each child and marshmallows or creamed filberts placed on them. Serve with cocoa and cake.



Additional Games

ADDITIONAL GAMES



Valentine Party

FEBRUARY seems to be a month of special days and the one which children like best is Valentine's Day. The invitations for this party should be cut in the shape of hearts from red bristol board and lettered with white ink.

There is no end to the number of heart games which are suitable for children. Following is a list of some which are entertaining and require very little preparation beforehand.

Heart Hunt
Piercing the Heart
Dropping Hearts
Hold Fast my Heart
Heart Ring Toss

Before the children arrive, hide little candy hearts all around the room. At a given time have them start out to

Hunt the Hearts. There is no prize for the one finding the most, but each child is allowed to eat all he finds.

Pin a large red heart on a sheet. Give to each child a gilt arrow. Blindfold them one at a time. Then they try to **Pierce the Heart** with the arrow.

For **Dropping Hearts** you will need an empty basket and a large number of small red paper hearts. Give four to each child. Let them stand near the basket with arms stretched forward and drop the hearts in one at a time. When all are through there will be a nice array of hearts around the basket but very few inside.

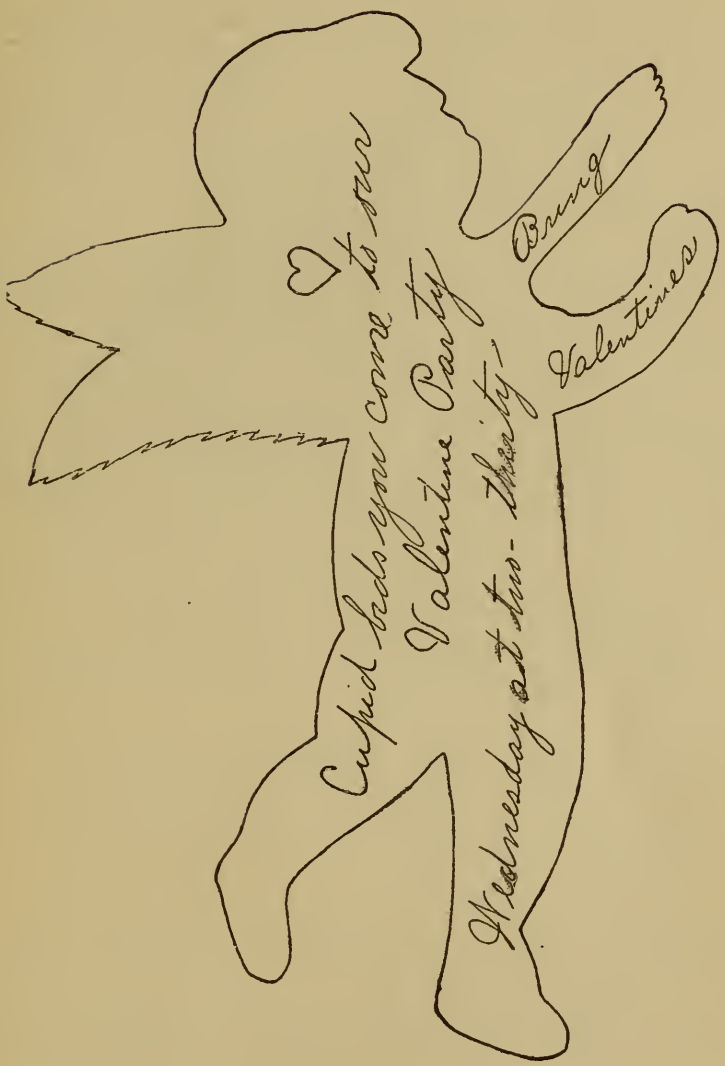
The children all sit on the floor for the next game. One is chosen to **Pass the Heart** while all the others place their hands together to receive it. The one passing the heart places it between his two hands and then draws them between those of each player, saying as he does so, **"Hold Fast My Heart."** He opens his hand enough to let the heart out into some one's hands, but care must be taken that the other children do not see where he leaves it. When he has been all around, the others guess who has the heart. The one guessing correctly has the next turn to pass it.

Heart Ring Toss is played like the ordinary game of ring toss, only hearts are used in place of rings. Any hardware dealer will make up some rings in heart shape for a very small price.

Pretty little valentines can be bought so reasonably that almost any teacher can afford to give one to each child. Fix a fancy box to hold the valentines and place it in the center of the table. When the children are all through eating and ready to go home the box can be opened and the valentines distributed. The candy may be put in red peanut cups with red hearts tied on for covers. Serve cookies and red jello both in heart shape.

Additional Games

ADDITIONAL GAMES



Cupid Party

WRITE the invitations for this party on cupids cut from red mounting papers. Or they can be secured from Dennison's already cut at eighteen for ten cents.

If the party is held before the 14th of February, they will want valentines. Instead of buying them, give material to the children. All that is needed will be red bristol board,

scrap pictures and paste. Cut enough hearts from the bristol board so that each child may have one and let them paste a scrap picture on it. If a little more elaborate valentine is wanted, cut the heart double, paste a picture on the outside and a love verse inside. The children will enjoy sending these to some orphanage or institutional church.

After sitting still for so long they will need a running game, so play **Ten Little Cupids.** Ten children are chosen to be the Cupids and as each one's number is called he runs out into the circle. The ten children in the center join hands in a circle and those outside make another circle, hopping around while they sing, "Tra la la" to the tune of the song. When they come to the last verse they run back to their places as each one's number is called. Following are the words of the song:

One little, two little, three little cupids,
Four little, five little, six little cupids,
Seven little, eight little, nine little cupids,
Ten little cupid dolls.

Ten little, nine little, eight little cupids,
Seven little, six little, five little cupids,
Four little, three little, two little cupids,
One little cupid doll.

Try a **Kewpie Race** next. Form in two lines. The leader of each side has a little celluloid Kewpie doll. At the word "go" the leaders give the dolls to the ones next to them and so on down the line. The side getting the doll to the other end first, wins.

In Emilie Poulsson's "Holiday Songs and Every Day Songs and Games" there is such a dear little valentine game. The children sing:

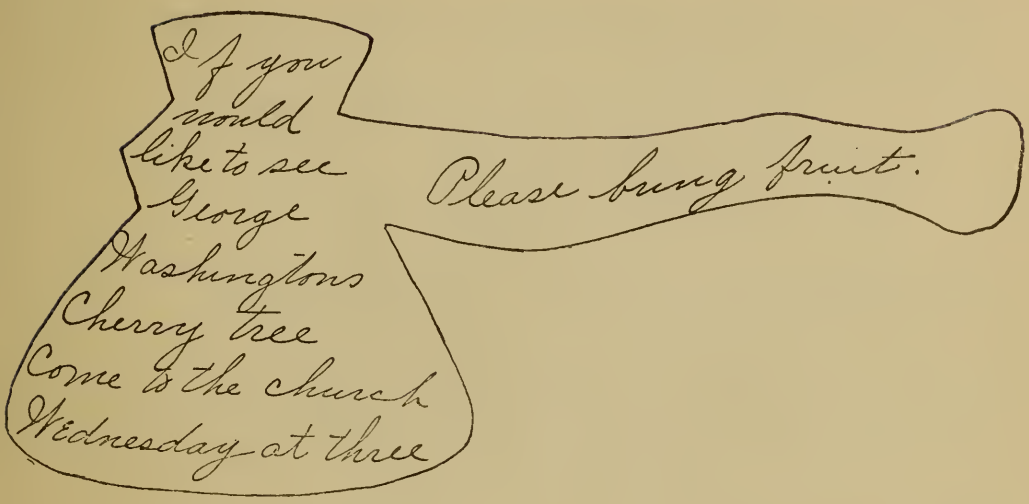
When you send a valentine,
That's the time for fun.
Push it underneath the door,
Ring the bell and run, run, run.
Ring the bell and run.

Then one child goes into another room and closes the door. Another takes a valentine, or a cupid similar to the invitation, pushes it underneath the door and runs back to his place. The one in the other room opens the door quickly and tries to find out who sent the valentine.

After these games there will probably be just about time for a story before the refreshments are served. One quite in keeping with the main thought of the day is the Greek myth, "Cupid and Psyche."

Cupids reign supreme in the dining room also. In the center of the table have a large red heart with a cupid standing on it. Fix red baskets by putting a frill of crepe paper around nut cups. Put a handle on the basket and at the top fasten one of the smallest cupids. Red jello and cake could be served, or they might have red apples.

ADDITIONAL GAMES



George Washington Party

LITTLE children very early in life learn to love the Father of their Country and a party would be a very good way of commemorating his birthday. The story of the hatchet is the first thing they hear about George Washington, so use hatchets for invitations.

Secure a number of Washington pictures. Cut them in eight or ten pieces and put each set in an envelope by itself. As the children arrive, give each an envelope and let them put the pieces together to make a complete picture.

When they are through with this they can **Pick Cherries** off the cherry tree. A little Christmas tree that has been used at a Christmas Party may be saved, dried and the needles all shaken off. When wanted for the Washington Party it is transformed into a cherry tree by pasting on green paper leaves and tying on round red candies. Blindfold the children. Then let each one walk up to the tree and pick a cherry.

As Washington was such a great soldier the children will want to be soldiers too. So play "**Here Comes One Soldier Marching.**" One child is chosen for captain. The others

join hands and form a straight line. The captain marches up to the children singing:

Here comes one soldier marching,
Marching, marching.
Here comes one soldier marching,
Tum-te-tum, te-tum.

Then he goes back to his place. The children reply:

Why don't you take one of us,
One of us, one of us.
Why don't you take one of us,
Tum-te-tum, te-tum.

The captain replies:

My country needs brave soldiers,
Brave soldiers, brave soldiers,
My country needs brave soldiers,
Tum-te-tum-te-tum.

The children ask why he doesn't choose the bravest. He says his country needs true soldiers, strong soldiers. The children answer back each time till finally he says:

My country needs brave soldiers,
Strong soldiers, true soldiers,
My country needs brave soldiers,
And I give salute to you.

The player saluted joins the captain and the game is repeated with the words, "Here come two soldiers," etc. This game impresses upon the children what are the characteristics of a soldier.

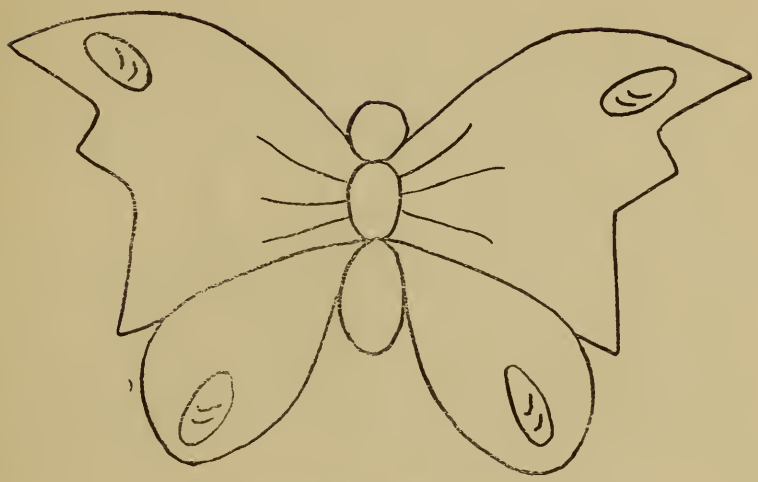
A game giving the different things used by the soldiers is **"The King of France."** The children form in two rows facing each other. One marches between the two rows acting out the first verse of the song, then steps back to his place. The rows now take it up, marching up to each other and back to their places.

1. The King of France with 40,000 men
   Marched up the hill and then marched down again.
2. The King of France with 40,000 men
   Gave the salute and then marched back again.
3. Blew their horns and then marched back again.
4. Beat their drums and then marched back again.
5. Waved their flags and then marched back again.
6. Shouldered their arms and then marched back again.

If you think the children have not all heard the story of George Washington and his hatchet, tell it to them; but if all know it, tell some other story connected with his childhood.

The tree which was used for one of the games can be placed on the table as a center piece. For the souvenirs, make a candy box representing a George Washington hat. Round pill boxes are used for the crown and black paper for the rest. Cut a circle of the paper as large as the bottom of the box plus the height. Paste this onto the bottom and catch to the side of the box in three different places. A small feather can be added or not as preferred. Fill the boxes with red candy. Serve cherry jello and cake.

ADDITIONAL GAMES



Butterfly Party

AT EASTER time when the children have been hearing about butterflies it would please them to have a party along this line. Have butterflies everywhere in evidence.

For the invitation and the candy baskets use scrap pictures of butterflies, and for decorating the room use Dennison's butterfly crepe paper. Cut a butterfly from white paper to correspond to the scrap picture and paste the bodies together leaving the wings free. Under one wing write the invitation. Under the other write words telling what you want the children to bring for the poor.

Butterflies cut from crepe paper and then wired can be hung from the chandelier by means of a black thread. In the center of the table have a basket of flowers with a few butterflies resting on them. The baskets for candy are made of a colored peanut cup with some of Dennison's green wire for a handle. At the top of the handle paste a small scrap picture butterfly. Serve bananas and cake.

It might be well to tell the story, "A Lesson of Faith," by Margaret Gatty, early in the afternoon. This will refresh the children's minds on how the caterpillar spins its cocoon and how the butterfly comes out in the spring.

Let the children all join hands and the first child lead them round and round in a circle, each time making it smaller till they are all in a bunch. When they have thus woven the cocoon, several of the children raise their arms making a hole for the leader to crawl out. The rest of the children still keep hold of hands and follow.

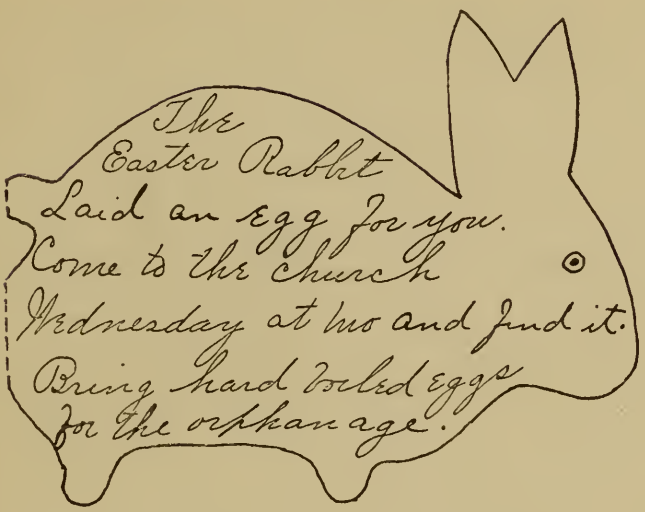
For **Musical Butterflies** arrange the chairs in a row, alternating them; one facing one way, the next the other way, and so on. Have one less chair than there are children. Some one at the piano plays a selection the children can fly by and they skip around till the music stops, then each tries to get a chair. The child failing to get one drops out of the game. One chair is taken off and the music starts again. This is kept up till only one remains.

Flying Butterflies is played like skipping tag except that the children fly instead of skip. The children stand in a circle. One in the middle flies around and touches some one on the circle. This child flies around and tries to catch the butterfly. When caught it goes back to the circle and the other child becomes a butterfly.

When time to go into the dining room the children can fly in like butterflies instead of marching.

Additional Games

ADDITIONAL GAMES



Easter Rabbit Party

WHITE mounting paper is used for the invitation to this party. Cut the rabbit double and write the invitation inside. Make the eyes with red ink.

Choose six or eight children to be rabbits in the **Rabbit Race.** Have them get down on their hands and feet. At the word "Go," all hop to the other end of the room. The one getting there first wins.

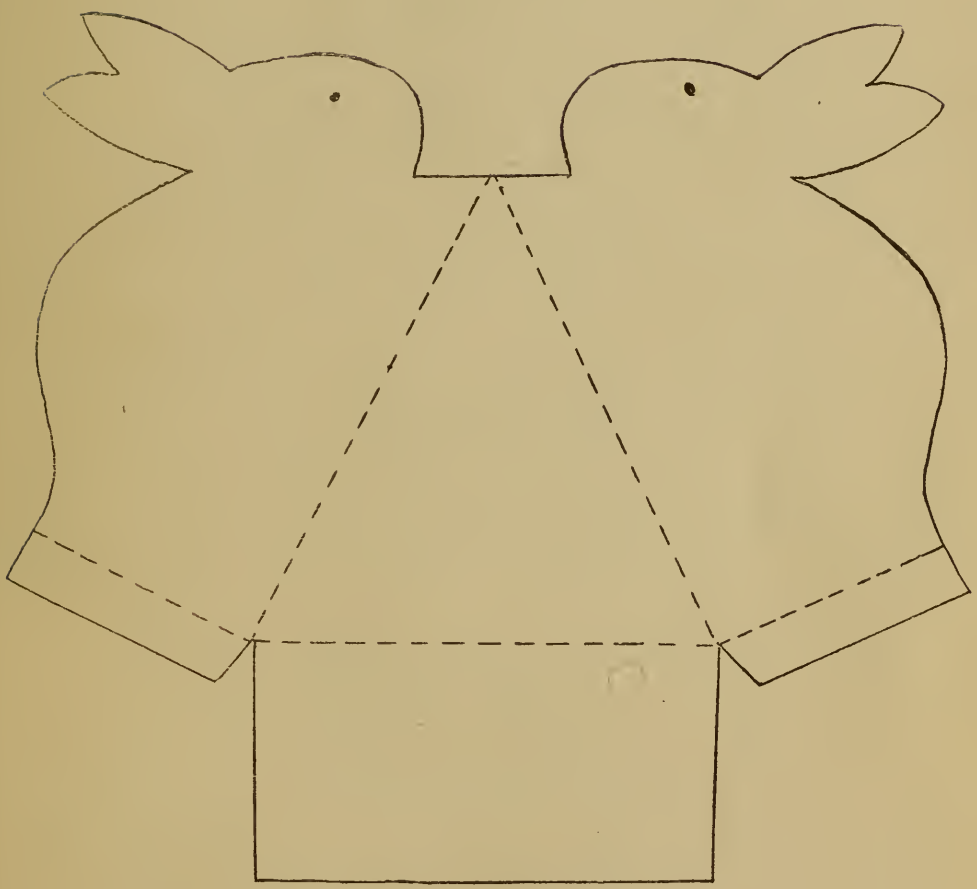
For **Bunny's Eggs** you will need as many eggs cut from wall paper as there are children. Draw a large picture of a bunny and pin it to a sheet fastened to the wall. Give to each child an egg and a pin; when blindfolded let them try to pin the eggs in the bunny's paws. When the game is over there will be a very pretty display of eggs all around the bunny and possibly one in his paws.

Chase the Rabbit. Let the children form a ring leaving one inside for the rabbit. He runs or hops around the ring and touches some child; that one chases the rabbit, hopping when the rabbit hops and running when he runs. The rabbit runs around the circle till he comes to the place vacated by the other child.

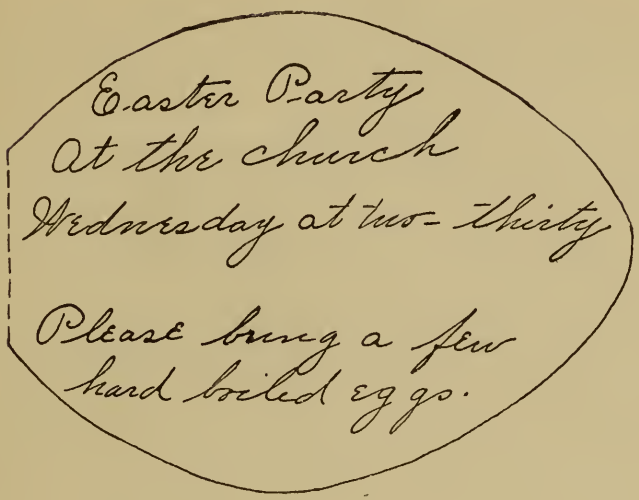
As little children like to fall down they will enjoy playing **Rabbit.** Only one person is supposed to know how to play this game, and he is the leader. He asks every one if they know how to play Rabbit and when they have all said "No," he tells them to follow him and he will show them how. First they all stand in a row; then kneel down on one knee; then all place the first finger of the right hand on the floor. When they are all trying to balance themselves on the floor, the leader pushes against the one next to him, thus knocking over the whole row. He announces that this is the way to play Rabbit and the children all join in a merry laugh.

Of course they will want to hunt eggs the Easter rabbit laid, but before they do, tell the story of Herr Oster Hase, found in "For the Children's Hour," by Carolyn S. Bailey and Clara M. Lewis. When hunting for the eggs, which can either be candy eggs or colored hard boiled, let them hunt till they find one and then sit down to eat it.

Cut the candy box out of white mounting paper. Fold on the dotted line and paste the back part. To fasten the rest of it and also to make the eyes, take a piece of pink cord. Make a knot in one end, run the cord from one eye to the other and make another knot. Fill the box with little candy Easter eggs. In the center of the table make a yard out of green crepe paper and have several rabbits playing in it. If you want to carry out the pink and white idea in your refreshments, serve blanc-mange and cake with pink frosting.



ADDITIONAL GAMES



Easter Party

AT THIS PARTY let eggs be the predominating feature. Bristol board of all colors cut in the shape of eggs can be used for invitations. The games to be played are:

Egg Race
Hunt the Egg
Suspended Eggs
Disappearing Eggs
Indian Egg Race

The **Egg Race** may be played by any number of children Give each one a hard boiled egg and a spoon. If the eggs are colored they will like it better. Place them on the floor. At a given signal let all take their spoons and roll the eggs to the opposite end of the room.

Hunt the Egg is played the same as Hide the Thimble. All go out of the room but one and he hides the egg. When the children come in and start to hunt for it, the one who hid it lets the children know whether they are near or far away by saying "hot" or "cold."

Suspend from the ceiling as many candy eggs of different sizes as there are players. Blindfold the children and let them walk up to take an egg.

For **Disappearing Eggs**, have six or eight hard boiled, each colored differently. Let one child blind his eyes while another takes one or two eggs away. The one who is blinded is to tell which of the eggs has disappeared.

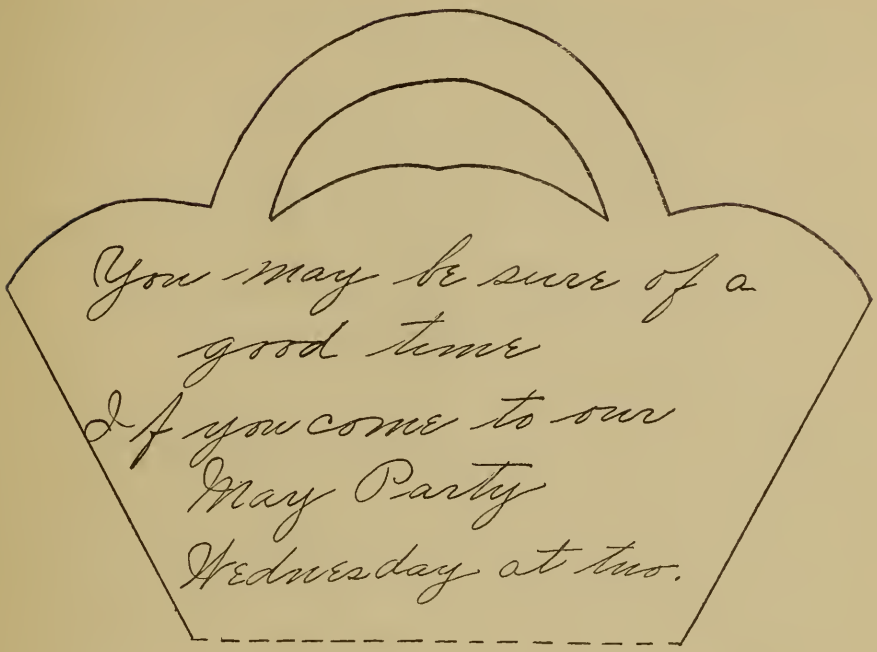
Indian Egg Race is played by giving to each child a spoon and a hard boiled egg. Place the egg in the spoon and hop on one foot from one end of the room to the other.

It is suggested that the children bring hard boiled eggs to give to some orphanage. Make a large nest of green raffia and put eggs in it. Let this form the center piece for the dining table. Make little nests for each of the children and fill with candy eggs. These nests are easily made from an empty ribbon bolt which any drygoods man will gladly give you. Take three circles of tissue paper, three inches wider in diameter than the ribbon bolt. Fringe them and set the bolt on it. Bring the edges up around the side and put a rubber band around to hold it in place. Nos. 1 and 2 ribbon bolts are the best. The outer circle of paper should be green and the other two should be shades to correspond with the color scheme.

Some refreshments a little out of the ordinary would be cake and egg blanc-mange. Make the blanc-mange plain and put it in a sauce dish to mould. When ready to serve, take out a little from the center and fill with custard. This makes your refreshments look like fried eggs.

Additional Games

ADDITIONAL GAMES



May Party

THE month of all months best fitted for a party is May. The invitations for this can be made from wall paper and cut in the shape of a basket. Fold the paper and cut the basket double. Write the invitation inside. These words are suggested:

You may be sure of a good time
If you come to our May Party;
Wed. at 2:30.

A game which children dearly love is **A Social Game.** It is sung to the tune of "Coming Thru the Rye." The children form a circle and four are chosen to go inside. They walk around and sing, bow and clasp hands with one of the children in the circle and skip while the rest clap and sing. At the last

verse they leave their partners and return to the circle. Following are the words of the song:

Lads and lassies out a-walking
Chanced to meet one day.
First they bowed, then clasping hands
Danced with nimble feet.

Lads and lassies home returning
Waved a fond good-bye,
Hoping soon to meet again
Coming thru the rye.

See-Saw is a good rhythm game for little children. One stands in the center of the circle with arms stretched sidewise to form a See-Saw. Two others take hold of the outstretched arms as if they were on a board. The child in the center moves one arm up while the other goes down and the children stoop and rise with the hands. The See-Saw Song in "Songs of the Child World," by Jessie L. Gaynor, is an excellent one to learn in connection with this game.

If the children like to play ball, let them try throwing it into a basket. Another game which all could enter into heartily is Drop the Handkerchief. Everybody is surely familiar with this game.

The crowning feature of the whole party will be the **May Pole Dance.** If it is held outdoors, May Pole ribbons, which are long strips of vari-colored cambric, three inches wide, can be fastened to a tree. If indoors, a pole will have to be made. For children who are not familiar with the May Pole, it will be best to have them all skip one way. Some children may be accustomed to the dance in kindergarten and so can try the fancy skip.

The refreshments for this party, whether indoors or out, can be served picnic style. Make a basket of colored bristol board for every child and in each put a couple of sandwiches, olives, cookies, and some candy. Place the baskets on a table and when time to eat, let the children march around, each taking one. Then back to the circle and sit down.

Additional Games

ADDITIONAL GAMES

Flower Party

IF JUNE is the month of roses, May is the month of wild flowers. They should be used in abundance at a **May Party**. Flowers cut from wall paper would make appropriate invitations. On the back of the flowers, write:

Come and see the flowers,
Blooming in our garden fair.
All the children will be there;
Three o'clock is the hour.

At one end of the room have a low table. On this put several large pans filled with sand and wild flowers to represent the gardens or greenhouse. Whatever flowers are easiest to procure can be placed in these gardens. Also scatter flowers all around the room.

When the children arrive, let them be seated at a table with paste, scissors and light colored bristol board. Have them make a basket. After each one has made a May basket they start out to find the flowers; but no one must pick any from the garden.

Before they play Hippity Hop to the Greenhouse, it would be well to play the **Garden Game.** The children form a circle. Then one or two go inside and act out the song as the children sing:

This is how we spade the ground,
In our garden, in our garden;
This is the way we spade the ground,
In our pretty garden bed.

This is how we rake the ground, etc.
This is how we sow the seed, etc.
This is how we pull the weeds, etc.
This is how we pick the flowers, etc.

Now that they know how the flowers are raised, they can **Hippity Hop to the Greenhouse.** The children form in a circle. Then one in the center skips around while the others sing:

Hippity hop to the greenhouse
To buy a bunch of flowers.
One for you and one for me
And one for little ———

When they come to "little ———" the child in the center names some one, takes her by the hand and skips off to the garden to get a flower. Meanwhile the rest of the children sing "Tra la la" to the same tune. This is repeated till every one has been to the greenhouse.

If the smallest children have not been able to enter heartily into all of these games, they will into **Ring Around the Rosy.** All join hands and skip together while they sing:

A ring around the rosy;
A pocket full of posies.
A ring around the rosy,
And a pocket full of posies;
One, two, three and we'll all stoop down.

At the word "down" they all stoop.

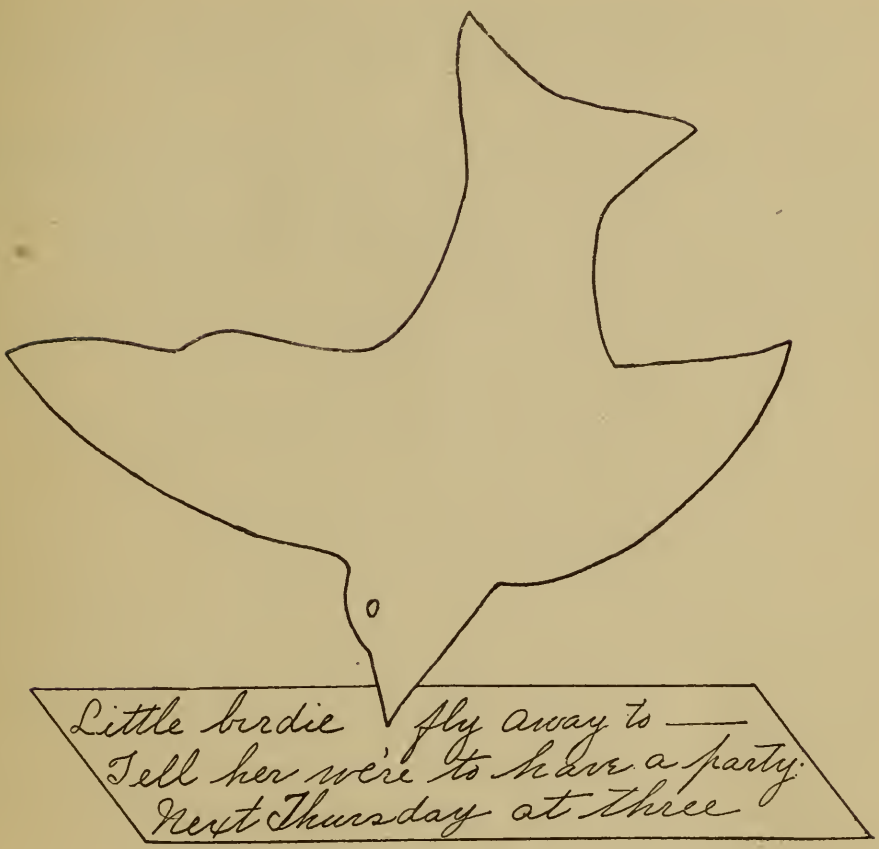
Last but not least is the **May Pole Dance.** A very pretty effect is given if the children carry flowers in one hand while they skip.

The only thing necessary for table decorations is a large bouquet of flowers. As the children have their flower baskets they will not need one for their candy. Serve lemonade, cake and candy.

As there are stories for most every kind of a flower it would be well to choose one about some flower you have used.

Additional Games

ADDITIONAL GAMES



Bird Party

THE invitations for this party can either be made from scrap pictures of birds or can be cut from blue coated paper. If the bird is made from the blue paper it will require more work but will be much prettier. Cut the bird first, then paste it on white mounting paper. Leave room enough for the card on which the invitation is written.

Birds made the same as the invitations can be pasted on the windows and hung from the chandelier by a black thread. Make a little bird house out of cardboard for the center of the table. If you could get some celluloid birds and have them perched on the ledge of the house it would be more realistic. The favors could be a little bird house or a candy basket like

the one used at the Butterfly Party, taking a bird instead of the butterfly. For refreshments give the children lemonade and cookies.

For the first game let them play **Here Comes a Blue Bird.** They form a circle, join hands and hold their arms up to make windows. One child, or more if the circle is large, goes in and out the windows. Then he takes a little partner and skips while the children sing:

Here comes a blue bird
Through the window;
Hi diddle dum te de de de.

Takes a little partner,
Skips through the garden;
Hi diddle dum te de de de.

Strange as it may seem, the children **sit** to play **Birds Fly.** All but one sit in a circle. The one in the center names something that flies, as blue bird, robin, etc., and the children make their hands go as if flying. The leader will try to catch the children by naming something that does not fly. The one that makes his hands move when something is mentioned that does not fly must go in the circle and the other comes out.

Five children will be needed for **Five Little Chickadees.** All sit in a row on the floor and when they come to their number in the song below they fly away one at a time. When the last verse is sung they all fly back again.

Five little Chickadees sitting on the floor;
One flew away and then there were four.

Cho.

Chickadee, chickadee happy and gay
Chickadee, chickadee fly away.

Four little chickadees sitting in a tree;
One flew away and then there were three.

Three little chickadees sitting by the shoe;
One flew away and then there were two.

Two little chickadees sitting in the sun;
One flew away and then there was one.

One little chickadee sitting all alone;
He flew away and then there was none.

Five little chickadees that flew away;
They'll come back some other day.

Tell the children the story of "How the Robin's Breast Became Red" or "The Legend of the Woodpecker," by Phoebe Cary.

Additional Games

Flag Party

A FLAG PARTY would be appropriate for a good many occasions during the year. It might be held on Lincoln's or Washington's birthdays, on Flag Day in June, July 4th or at Thanksgiving time. The invitations are made from flags which are sold at two cents a dozen. Remove the stick and paste on a piece of paper twice the size of the flag. Fold the paper so the flag will be on the outside and write the invitation inside.

All the games used are along the same line. First **Flag Tag.** One child carrying a flag is pursued by another. The first runs till he gets tired, or thinks he is going to be caught, and then gives the flag to another. The child who is "it" always tries to catch the one with the flag.

Scatter Dennison's stars around the room and let the children **Hunt for the Stars.** As soon as they find one they bring it to the teacher who pastes it on a field of blue paper. To create a little rivalry, have two pieces of blue paper, one for the boys and one for the girls.

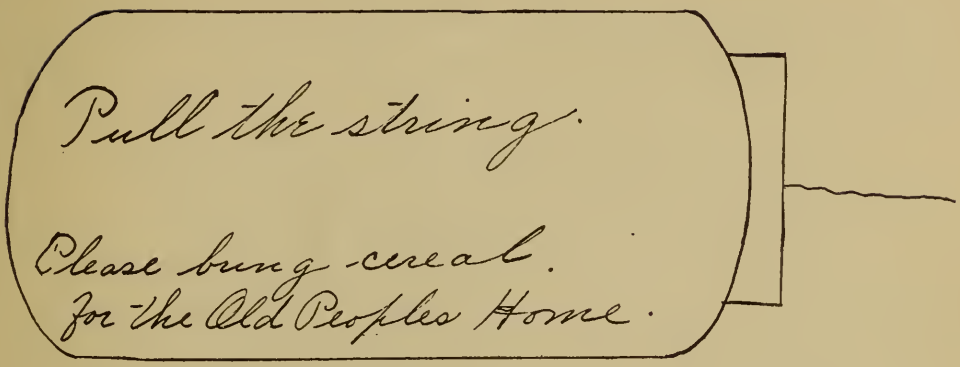
Eight children will be needed for the **Flag Race,** four on each side. Those in each row stand as far away from one another as possible and the rows stand far enough apart so as to leave plenty of room to run. The leaders both have flags. At the word "Go" they run to the next child on their side and give it to him. That one carries it to the next and so on till the flag reaches the last child, who takes it back to the starting point. The side getting the flag home first wins.

Guarding the Flag. Two leaders choose players for their respective sides. A line is marked off on the floor. On each side of that at distances of about twelve feet from the line, a small flag is fastened. The leaders guard these flags. The object of the game is to capture the flag belonging to the other side. The leaders try to prevent this by tagging anyone who comes near

and the child tagged is out of the game. When a player carries the flag over into his own line, the game is won.

Decorate the room with flags and bunting and have a flag for each child. Give them apples and cake to eat. Close the party with a good patriotic story.

ADDITIONAL GAMES



July 4th Party

AT THIS time of the year a good many of the children will be away, but that is all the more reason why those who have to stay at home should be entertained. They will enjoy a party out of doors.

To make invitations cut two strips of red mounting paper two by four inches in size and round off both ends. Paste these together so as to form a tube with one end closed. Now take a strip of white paper, one by two inches, and write the invitation on it. Tie a piece of brown cord to this to serve as a fuse; push the white paper into the tube so as to leave the brown cord hanging out between the two pieces of red paper and you have a firecracker.

The games, while not pertaining directly to the 4th of July, should be of a patriotic nature. Let the children start out by playing **Ring the Bell.** Wind a barrel hoop with red, white or blue paper and hang a bell in the middle of it. Suspend the hoop so it will come about level with the children's heads. Give each of them a turn at trying to ring the bell by throwing a soft rubber ball through the hoop.

For a marching game play **Soldier Boy.** Form a circle and have one child go inside carrying a flag. While he marches around the circle all sing:

Soldier boy, soldier boy, where are you going,
Bearing so proudly the red, white and blue?
I'm going where country and duty are calling,
If you'll be a soldier boy you may go too.

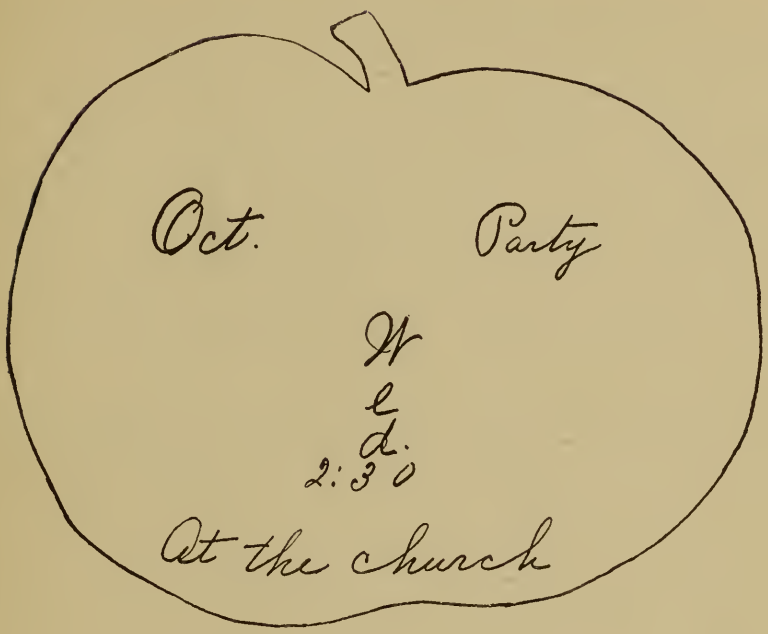
When they come to "If you'll be a soldier boy" the one inside steps up and salutes one of the children on the circle who then joins him and they both march around. This is repeated till all are chosen.

Give out pieces of red, white or blue tissue paper and tell them to fold a soldier's cap. While they are thus seated and quiet, tell the story of "The Soldier," found in Kindergarten Review for February, 1912. If there is time, they will enjoy dramatizing it before going for refreshments.

Over the center of the table suspend a large Liberty Bell. This is made by inverting a peach basket and covering it with gilt paper. Make the clapper of cotton and cover with black tissue paper. The candy basket is made from a red peanut cup, using wire for a handle. Cover the wire with red crepe paper and hang a little brass bell in the middle. If you do not care to make these baskets, give the children candy fixed so as to resemble sparklers and torpedoes. The sparklers are opera sticks wrapped first in paraffin paper and then in silver paper. The torpedoes are any round candy wrapped in paraffin paper and then with colored tissue paper. Serve fruit and cake.

Additional Games

ADDITIONAL GAMES



Hallowe'en Party

IN PLANNING a **Hallowe'en Party** for small children, care must be taken not to have anything that will frighten them. The Jack o' Lantern idea would be a good one to carry out at this time of the year. For the invitations secure pumpkin colored bristol board, cut it in the shape of a pumpkin and write the words on so as to give it the appearance of a face.

As the children arrive, take them to a table and give to each a circle of paper like the invitations. Give black watermelon seeds and some paste. Then let them make a pumpkin face. When they are ready to play games these faces can be pinned on their dresses.

For one of the games secure the cover from a cheese box. Have a carpenter cut eyes, nose and a very large mouth in it. Cover it with pumpkin colored paper and place on a low table.

Let each child have a turn at throwing a small bean bag into the mouth.

The children will all be present by this time and ready for a story. Tell them the "Big Red Apple," by Kate Whiting Patch. But instead of a "red apple to roast," substitute a yellow pumpkins from which to make a lantern. Have nearby a large pumpkin which you can cut according to the children's directions. Some will want it one way and some another, but it won't be very hard to persuade one side to give in to the other.

Put a candle in the lantern and light it. Then blindfold the children one at a time and let them try to blow out the candle.

The lantern can be taken now and used for a centerpiece for the dining room table. The candy should be tied in pumpkin colored paper so as to resemble little pumpkins. This is done by taking a circle eight inches in diameter, put the candy in and gather the edges together, wrapping tight with green cord to form the stem. To further carry out the idea, serve cuddled apples with custard poured over them. These are made by cooking whole apples in a thick syrup till they are tender. Be sure that they are first cored and peeled.

Additional Games

ADDITIONAL GAMES

Hallowe'en Party

BLACK CATS are supposed to prowl around on Hallowe'en at night, but for the sake of the children they might come in the afternoon. Send the invitations out on cat heads cut from black mounting paper, with eyes, nose and mouth put on with white ink. Ask the guests to bring a glass of jelly for children in the hospital.

Of course they will want to see the black cats, but first they will have to find them. Have on hand a good supply. They can either be cut from black bristol board or purchased from Dennison's for ten cents a dozen.

Let the first game be **Hunt the Black Cat.** One is hidden in the room before the children come. Some one who knows were the cat is, tells when they are "hot" or "cold." Or one

might play the piano loudly when they are near and softly when they are far away. Whoever succeeds in finding the cat may pin it to the wall.

There is still another cat to find. This time it is not hiding, but is rapidly passing behind the circle of children. One sits in the middle of the floor and the rest gather close together in a circle. The one in the center tries to find the cat which the children on the circle are passing behind them. When this cat is found it too can be pinned to the wall.

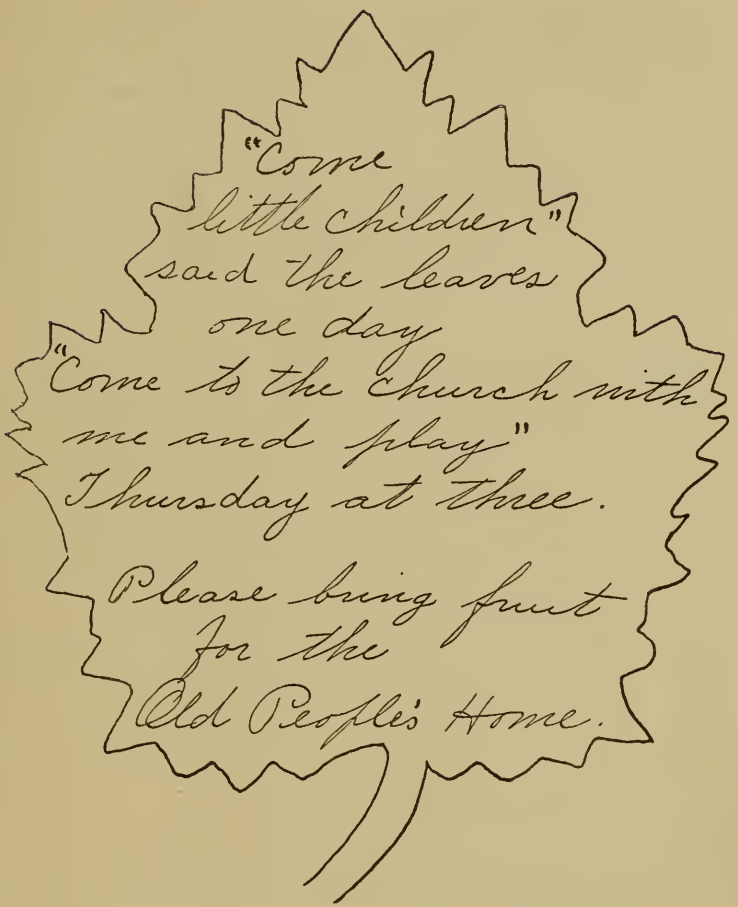
The next game requires forfeits. Give each of the children a black cat for the purpose. One is chosen for **Poor Pussy** and he goes up to each player and says "Meow." The one addressed must say "Poor Pussy" without smiling. Pussy says "Meow" three times and if the child does not laugh or smile, Pussy goes on. If, however, he does smile, he gives up his black cat to Pussy, who pins it on the wall. The one who smiles becomes Pussy. The game continues till all the cats are on the wall.

A game more in keeping with the characteristics of the cat is **Pussy Wants a Corner.** Most every one knows how to play this game. If they do not, the directions are given with the Animal Party.

If held in a room with no covering on the floor, the final game could be a **Hunting Game** also. Before the children arrive, draw arrows on the floor curving all around the room. Have these lead at last to the dining room, where will be found black cat candy boxes for every one. These are made by pasting black cat heads like the invitations, only smaller, over a square pill box. If the covers are put on tight, the boxes will stand up so that the cats will show better. Cocoa and cake would make suitable refreshments.

Additional Games

ADDITIONAL GAMES



Autumn Party

THERE are many things in the fall for which children should be thankful. Not the least of these are the beauties of nature. Everywhere the trees are putting on their beautiful dresses of red and gold. Perhaps the day before the party you could go to the woods and gather some leaves to decorate your room. Nothing would be prettier for the table than a large bunch of bright red leaves in a basket.

If you cannot secure these, buy a roll of Dennison's leaf crepe paper with brown background. Cut out the leaves and

scatter over the table. These could also be wired, fastened on twigs and put in the basket, the same as real ones. If you have cut the leaves out carefully there will probably be enough of the brown paper left to make candy baskets. Get small peanut cups and put a frill of brown crepe paper around them. The cups could be made still prettier by putting one or two rows of red crepe paper rope around them. There seems to be only one thing appropriate for refreshments and that is red apples.

The invitations should be cut out of either brown, red or yellow mounting paper. As leaves are to predominate at this party, have the invitations in that form.

Scatter around the room in rather secluded places, a large number of autumn leaves. When the children arrive, let them **Gather the Leaves.** The one finding the largest number might have the first turn for the next game.

Catching Leaves. This game is played like tip toe tag. One child flies around in the circle like a leaf and touches some other child's hand. This one then tries to catch the leaf. When it is caught the player goes back to the circle and the one who was touched becomes a leaf.

Dropping Leaves. Give to each child three or four leaves. Have them hold their arms out in front of them and drop the leaves in a basket. Being light they will fly around and very few will go into the basket.

Children imitate the fall occupations when they play **In the Fall.** Have them join hands and circle to the right for the first half of the song, then reverse. One child in the center gives gestures illustrating some fall occupation while all the others sing. When they come to the last two lines all give the gestures:

In the fall, in the fall,
Dancing gaily, dancing gaily.
In the fall, in the fall,
Dancing gaily as we sing.
Children all do this way,
Then again do that way.

Before the story is told, let some one play a selection of quiet music while all the children fly around like autumn leaves and then settle down at the feet of the story teller. An appropriate story for this time of the year would be either:

"The Snowflake and the Leaf," by Helen Preble, or
"The Anxious Leaf," by Henry Ward Beecher.

Additional Games

Thanksgiving Party

THE predominating feature of this party is the turkey. Cut one from gray mounting paper and touch it up a little with red ink. Cut a slit under the wing through which run a piece of white paper. Write the invitation on this. It might read:

Gobble, gobble, gobble,
Come to our Thanksgiving Party
Wednesday at 3 o'clock.

Let one of the children be Mr. Turkey and one Mr. Duck. The duck waddles up to the turkey and the turkey says, "Gobble, gobble, gobble." The duck answers, "Quack, quack,

quack," and turns to go away, walking waddle, waddle, waddle all the time. The children will have great fun imitating these two fowls.

Next they can play **Chickeny, Chickeny, Crany Crow.** One child is the crow and one the hen. The latter chooses as many chickens as she thinks she can take care of easily. The mother and the chickens walk around the crow singing:

Chickeny, chickeny, crany crow,
Went to the well, ho, ho, ho, ho,
When she got there her chickens were gone,
What time is it?

The crow answers, "One o'clock." This is repeated till they come to four o'clock, and at that the mother hen gets her children in a line behind her and the crow tries to catch them. He must capture the last one first. If any child lets go of the one in front of him, he and all behind him are out of the game. The crow must catch each one of the chickens and then the hen.

Catching the Turkey is a new way to speak of an old game. One child is blindfolded and tries to catch another in the circle. The second child must say, "Gobble, gobble, gobble," to give the one blindfolded a clew as to where the turkey is. When the turkey is caught he must be blindfolded and another is chosen.

For **a Hunting Game** hide candy corn all around the room. Let the children be turkeys and hunt for it.

A barnyard of turkeys would make an attractive centerpiece for the dining room table. Get a large pan and fill it with sand, placing six or eight little turkeys in it. These can be bought at most any department store for five or ten cents, according to the size. Give the children fancy peanut cups filled with candy corn. It is not likely that one could afford turkey, so give them individual pumpkin pies.

Additional Games

ADDITIONAL GAMES

Thanksgiving Party

THE invitations for this are made from pictures taken from cans of corn. Cut a piece of white paper to correspond to corn and write the invitation on it. Then paste the two together at the stem end.

The games used throughout this party are those relating to the farmer and can all be found in "Children's Singing Games, Old and New," by Mari Hofer.

Start out by playing **Farmer in the Dell.** The farmer takes his wife; the wife takes the child; the child takes the nurse; the nurse takes the dog; the dog takes the cat; the cat takes the rat; the rat takes the cheese; the cheese takes the plate, and the plate stands alone.

Now that the farmer has his wife and all the rest of his household, he will be ready to plant the garden. **Garden Game.*** This is how we spade the ground, rake it, then sow the seed and hoe the corn.

*Explained on page 53.

Oats, Peas, Beans

Oats, peas, beans and barley grow,
Oats, peas, beans and barley grow;
Can you or I or anyone know
How oats, peas, beans and barley grow?
Thus the farmer sows his seed,
Thus he stands and takes his ease,
Stamps his foot and claps his hands,
And turns around and views the land;
Waiting for a partner,
Waiting for a partner.
Goes to the ring and chooses one in
While all the children dance and sing.

The children form a circle and one goes inside to impersonate the farmer. All act out the words. When they come to the part where it says, "Goes to ring," the farmer chooses one of the children from the circle and they skip while the children sing "Tra la la."

When the grain is ripe it is then time to mow it.

Mow, Mow the Oats

Mow, mow the oats,
Who shall do the binding?
I've a little partner,
But I cannot find him.

Bind, bind the sheaves,
Who shall do the threshing?
When the harvest work is done,
Then I'll surely get him.

The children dance and sing in simple circle, and at the singing of the last line they drop hands and turn to get the partners they have previously agreed upon in their own minds. As two often choose the same one, great merriment arises.

The last thing the farmer does is to take the grain to the miller. So a suitable closing game would be **Jolly Is the Miller.**

Jolly is the miller who lives by the mill,
The wheel goes round with a right good will,
One hand in the hopper and the other in the sack,
The right steps forward and the left steps back.

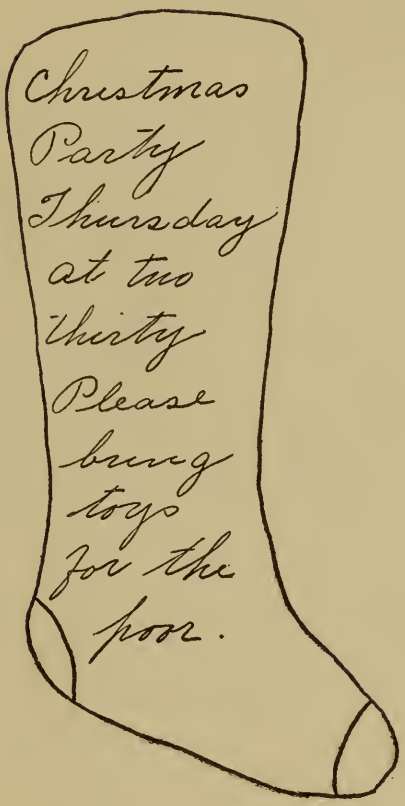
A double circle is formed for this game, with the miller inside. The children in the circle march, and when they come to "The right steps forward," they change partners, the miller trying to get one. The child left without a partner becomes the miller.

The party would not be complete without the "Story of the First Corn."

At Thanksgiving time you will probably be able to get plenty of cornstalks with which to decorate. But as you would not care to give cornflakes or cornmeal mush for refreshments, serve fruit and use it as a center piece for the table. Make ears of corn for each of the children. To do this, take two pieces of white tissue paper five inches long and two and one-half inches wide. Round off one end and paste together all

around except at the straight end. Fill with crackerjack. Then wrap the ear with green crepe paper the same length and about six inches wide. About half way down cut the paper into the shape of points placed about an inch apart. Fasten securely at the end with green cord.

ADDITIONAL GAMES



Christmas-Stocking Party

THE Christmas Party is one the children look forward to with most delight and one over which most folks feel justified in being a little extravagant. Even if you have not decorated for the other parties, you will want to do so for this one. Whatever scheme you are carrying out, you will need a Christmas tree. Some schools have two trees, one trimmed for their own children and another with presents which they bring for less fortunate little ones.

It is not well to introduce Santa Claus into the Sunday School session at all, but it would do no harm to bring in some of the Santa Claus ideas at a party. Stockings cut from red bristol board might have the invitations written on them. But you can get them ready made with toys sticking out of the top.

There is a blank card on the side just large enough for the invitation.

Draw a fireplace on a large piece of paper and pin it to a sheet which has been tacked to the wall. Give each child a little red tarlatan stocking and a pin. Blindfold them, one at a time, and let each pin his stocking on the fireplace. Some may go into the fire, but that only adds to the fun.

For **Disappearing Stockings** you will need five or six small tarlatan stockings. In one put nuts, in another candy, in another popcorn, etc. Place them in a row on the floor and let every one take a good look. One child blindfolds his eyes while another removes one of the stockings. The one blindfolded opens his eyes and tells which stocking has been taken away.

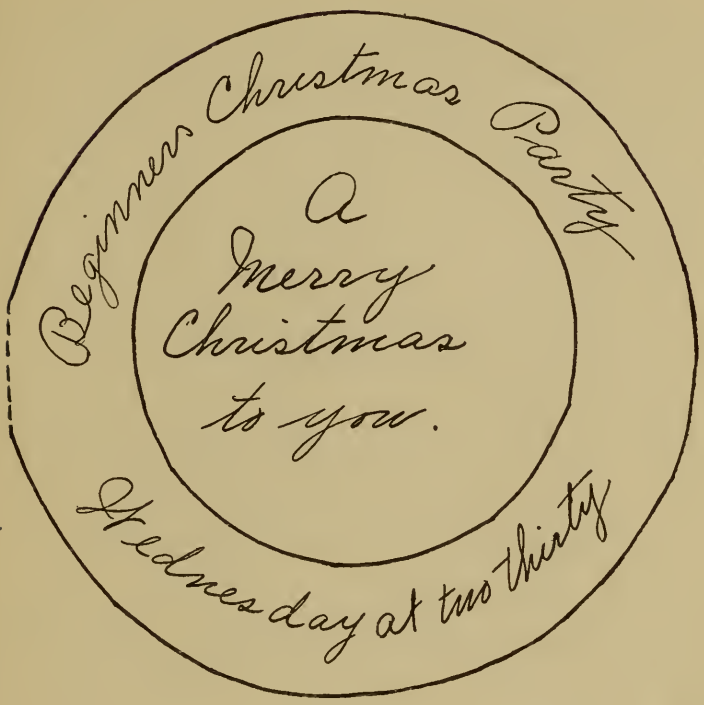
Another game is **Feeling the Stocking.** For this you will need a real stocking, so the children can not see what is in it. One child goes out of the room and gets a toy which he puts in the stocking. The children guess what is inside by the feeling. The one guessing correctly has the next turn to fill the stocking.

Tell the story of "Santa Claus and the Mouse," by Emilie Poulsson, or "Piccola," by Celia Thaxter.

If the Sunday School furnishes boxes of candy for the children, pile them on the table and wrap Dennison's crepe paper around them. You could use either the paper with a fireplace or that with brick on it. If boxes of candy are not furnished, make stockings from red tarlatan and fill with popcorn and candy. Serve ice cream cones.

Additional Games

ADDITIONAL GAMES



Christmas Party

THE invitations for this party are made from holly paper. Fold the paper and cut it into a double circle. In the top circle cut another smaller one leaving the white showing underneath. On this part write "A Merry Christmas to You." Then open and write the invitation around the edge.

The room should be decorated in wreaths and should have at least one Christmas tree. Hang one of the wreaths where it can be used for the **Wreath Game.** Give the children three snow balls made from cotton and wrapped in white tissue paper. These they throw, one at a time, through the wreath.

Next let them **Skip Around the Christmas Tree.*** All join

*In using lighted candles where there are children, great care must be taken to have them fastened securely so they will not tip over. Never light the candles till there are plenty of grown folks to help watch the children, and as soon as the game is over, blow the candles out.

hands and skip around the tree several times; then they stop, walk up to the tree and back again three times. The last time they all blow, each trying to put out a candle.

Did You Ever See a Christmas Tree, is a game in which the children imitate the different things on a tree. One child goes in the center of the circle while all the others sing:

Did you ever see a Christmas tree,
Christmas tree, Christmas tree?
Did you ever see a Christmas tree
With ..... hanging on it?

Cho. With ..... hanging on it,
With ..... hanging on it,
Did you ever see a Christmas tree
With ..... hanging on it?

When they come to "With ....." the child in the center chooses some toy, as a horn, drum, ball, etc., and imitates it, all the children following the leader while they sing the chorus. These toys can actually be on the Christmas tree or the children can choose something which they think might have been on it.

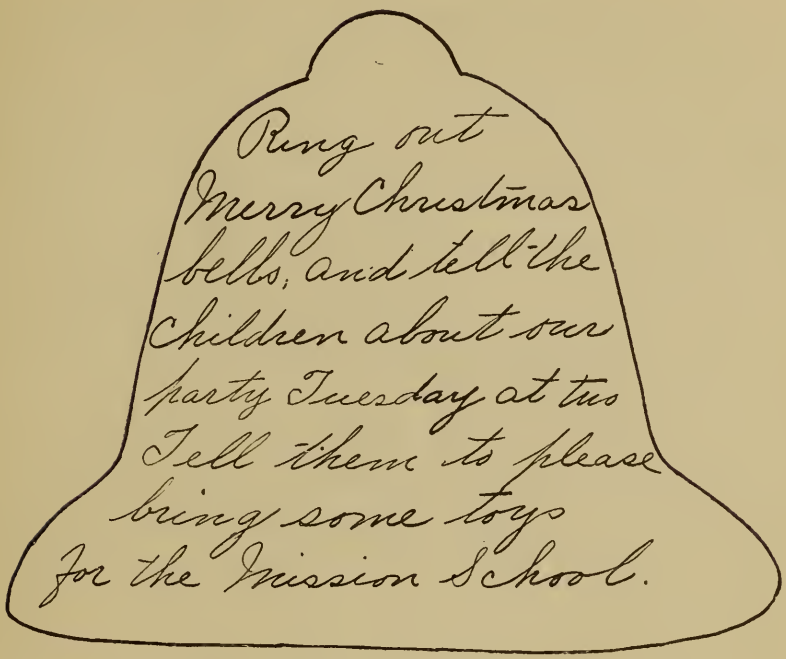
For the last game play **Christmas Candles.** Secure a small table Christmas tree and put several candles on it. When they are all lit have one of the children who has been blindfolded walk up to the tree and blow them out. This looks so easy that they will probably all want a turn.

At the close of the candle game tell the story of "How the Fir Tree Became the Christmas Tree" or "The Legend of the Christmas Tree." Both stories are found in "For the Children's Hour."

Use little Christmas trees for the table decorations. At each place have a cup cake on a paper doily and put a candle on it. Light them just before the children come into the room. As soon as all are seated each one blows out his own. For refreshments use vanilla brick ice cream. Cut each slice into the shape of a wreath with a doughnut cutter and put red

candies on top. The cream that is left need not be wasted but can be put in sherbet glasses and served to the visitors. If home-made candy is given make it out of fondant and shape in the form of a wreath the same as with the ice cream.

ADDITIONAL GAMES



Christmas Party

CHRISTMAS should not be only a time of receiving. Make this by all means a giving party. Have the children bring toys for less fortunate children. Those who cannot bring new ones may give money with which to buy them. If you have used the Christmas tree some former year and want something new, use bells.

Get as many peach baskets as you think will be needed to hold the toys and cover them with red crepe paper or with holly. These baskets turned upside down make very good imitations of bells. The toys the children bring are placed on a low table and covered with the baskets. Some schools have a Giving Christmas with each class presenting its gift in some novel way. The class that gives the toys might place the bells in little wagons and when they reach the platform, lift them up, letting the toys spread all over.

At Christmas time it might also be well to make the entertainment different from those given at other times of the year.

Most of the children will have learned little Christmas songs and recitations at school or kindergarten and would like a chance to give them all by themselves. So allow part of the afternoon for an impromptu program. After the children have given their part, close the entertainment by having some one tell the story of "Why the Chimes Rang," by Alden.

There will still be a little time left for games and they should be about bells. First try **Finding the Bell.** Form a circle, two going inside. One child has a bell and the other is blindfolded. The one blindfolded tries to catch the other, being guided by the sound of the bell.

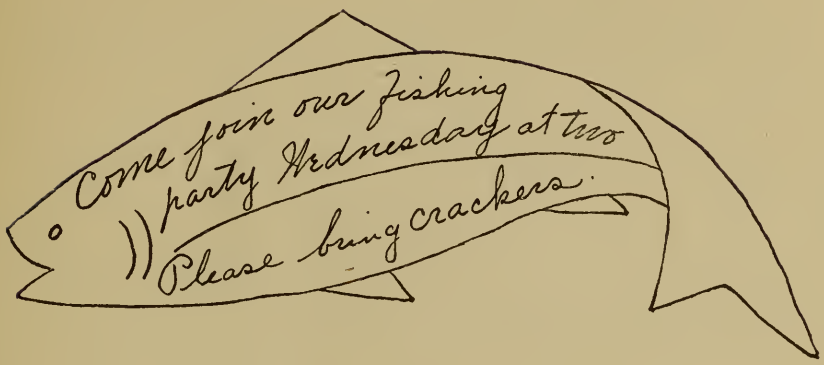
Arrange in two rows for **Passing the Bells.** The leaders are each given one and at the word "go" they both hand a bell to the one next in line, and so on down. As soon as it reaches the end, it is passed back. The side getting it back to the leader first, wins.

Another game is **Ringing the Bell.** Wind a barrel hoop with evergreen and hang a bell in the middle of it. Suspend the hoop so it will come about on a level with the children's heads. Give each a cotton "snow ball" to throw through the hoop.

Red tissue paper bells can be bought very reasonably. These may be used for decorating the room. In the center of the table place boxes of candy and cover with a bell similar to the ones used above for toys. This time serve ice cream sandwiches. They are made by putting a thin slice of ice cream between two Nabiscos.

Additional Games

ADDITIONAL GAMES



Fish Party

AFTER the children have been away all summer there is no better way to bring them back into the Sunday School and to quickly arouse their interest, than by giving a party. Something very appropriate for this occasion would be a **Fishing Party.**

Secure a good supply of scrap pictures of fish for invitations and games; or if you have been saving pictures on cans of salmon, as some teachers do, you can use them. If neither of these are available, cut the fish out of colored paper.

One fishing game which children like very much is played something like Pinning the Tail on the Donkey, only in this you take a **Fish Out of the Lake.** On a sheet which has been stretched across one side of the room, pin enough fish of different sizes and colors so each player can have one. The child blindfolded walks up to the sheet and tries to pick off a fish.

No one would think of having a fishing party without a **Fish Pond.** To make the pond screen off one corner. There are many things that could be used for fish, but for the sake of economy and that all may fare alike, why not give them sticks of candy. Catching the fish with a line will keep them amused for some time.

For a marching play try the **Snail Game.** Form in line and have all join hands and march. The leader, who is the snail,

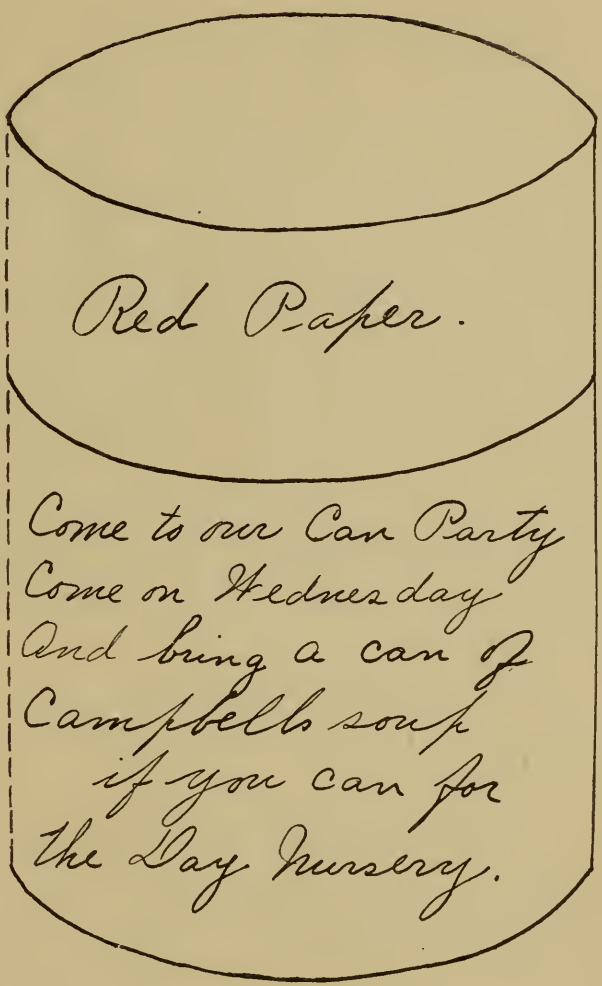
stands still while the other children wind around him to form the shell. When this is formed, they march the other way and unwind.

If a story is wanted, what better could be told than the Arabian tale of "The Genius."

When the children go into another room for refreshments they find many more fish in the lake. For the center of the table have a large looking glass and on this several little celluloid fish, frogs and a little canoe. Then at each place attach a fishing line to a candy fish in the lake. The line is made of ordinary twine and a small flag stick. Flags are only two cents a dozen. These may be saved for a future patriotic party. Besides the candy serve cake and fruit.

Additional Games

ADDITIONAL GAMES



Can Party

THE invitations for this party are made of white paper with a piece of red in the middle. Cut them double and on the outside write "**Can Party.**" Inside on the right paste one of the little Campbell soup rhymes which appear every month in nearly all the magazines. On the other side write the invitation.

Have the guests bring cans of soup which may be used as a center piece for the table and later taken to a Day Nursery. As children always like to have something to take home, make

little cans to hold confectionery. The easiest way is to secure round pill boxes for the bottom of the cans. For the rest, take a strip of paper three inches high and long enough to go around the pill box. Paste red paper across the top half to make it look like a can of Campbell's soup. Fill with jelly beans. For the soup serve cocoa with cake or wafers.

While the early comers wait for the others to arrive, let them play bean bag. Place a large tin can in the center of the circle and let them take turns throwing the bean bag into it.

Following this might come a **Can Race.** Three chairs are placed at each end of the room. A child stands beside each chair at one end of the room. On the other chairs are placed three small empty cans. At a given signal each player goes across the room, gets a can and takes it to the chair from which he started. This is repeated till all the cans have been taken to the opposite end of the room, The children clap for the swiftest child.

By this time they will be ready for a more quiet game. Let them sit on the floor and try **Rolling a Ball** into a can which has been laid flat on the floor.

While they are still seated tell them the story of the "Three Bears" and let them dramatize it. One of the larger boys might be the father bear, a large girl the mother bear, and one of the smallest children could take the part of baby bear. One other child will be needed for the little girl who went into the bears' house. In this they will need a table with imaginary dishes, three chairs and three beds. The children will probably think of a way to make the beds; if not, suggest that they do it by placing two chairs together.

When they are through acting out the story they will no doubt be hungry enough to eat almost anything, so have the dining room ready. Let them march in for refreshments.

Additional Games

Additional Games

Peanut Party

PEANUT games are so numerous that it will be no trouble at all to keep the children amused at a **Peanut Party.** A generous supply of peanuts will be needed for invitations and games. Write the invitation on white paper and place inside of a peanut shell. Tie this together with ribbon.

Following is a list of games which even the smaller children can play and the older ones will enjoy equally as well:

Peanut Contest
Spearing Peanuts
Peanut Race
Dropping Peanuts in a Bottle
Peanut Hunt

Peanut Contest. Have two dishes of peanuts at one end of the room and two empty dishes at the other end. Two players are given knives and told to pick up as many peanuts as they can, carrying them to the dish at the other end of the room. Each child has three turns. The one carrying most peanuts wins.

Spearing Peanuts. Have a large dish filled with peanuts. As many children can play this game as can get around the dish. Give each child a hat pin and let them spear the nuts. The one having the most peanuts at the end of five minutes is winner.

Peanut Race. Place as many peanuts as there are children in a row on the floor. Give each child a toothpick. At the word "Go," they roll the peanuts to the other end of the room by pushing with the toothpicks. Care must be taken that nothing else touches the peanut.

Dropping Peanuts in a Bottle. Each child is given six or eight peanuts and tries to drop them into an empty milk bottle one at a time. It is surprising how few really go in.

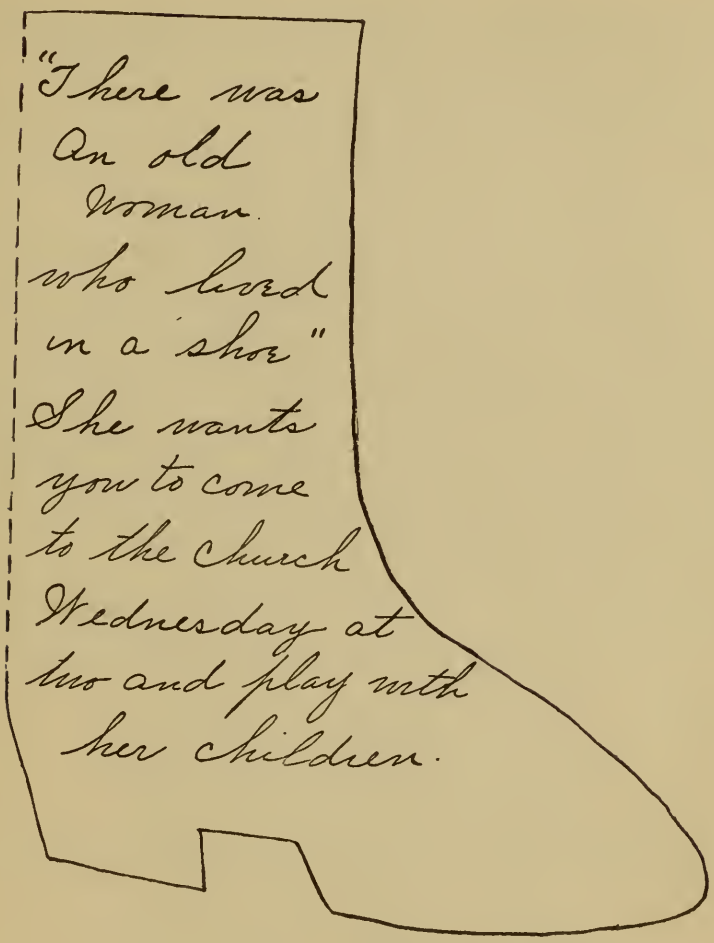
Peanut Hunt. For the last game give each player a small paper bag. Let the children hunt for peanuts which previously

been hidden around the room. Each one is allowed to eat all he finds.

For the center of the dining room table make a little cardboard house and cover it with peanuts. If the one giving the party has plenty of time for preparation let each guest receive a peanut doll as a favor. Serve cocoa, peanut butter sandwiches, and peanut cookies.

Additional Games

ADDITIONAL GAMES



Mother Goose Party

THERE was an old woman who lived in a shoe; she had so many children she didn't know what to do." Perhaps you think you are that woman and that it would be impossible to give a party to as many children as you have. But just try a **Mother Goose Party.**

From any kindergarten supply house secure sufficient black coated paper for the invitations. Cut them double in the shape of a shoe. On the outside paste several scrap picture heads, or small heads cut from magazines. On the inside write the invitation.

The entire afternoon can be spent in telling Mother Goose rhymes and dramatizing them. For instance:

Little Miss Muffett
She sat on a tuffett
Eating her curds and whey,
When along came a spider,
Who sat down beside her
And frightened Miss Muffett away.

While they are reciting, one little child sits on a chair in the middle of the circle with a pan and a spoon, "eating her curds and whey." A boy comes creeping from behind and "sits down beside her." When Miss Muffett sees the spider she is very much frightened. She throws down her pan and spoon and runs back to her place in the circle.

Another game very much like Little Miss Muffett is:

A Little Boy Went Into a Barn
And lay down on some hay;
An owl came out and flew about
And the little boy ran away.

Have one child be the boy and lay down on the floor. Another should be the owl and fly around, frightening away the boy.

Jack Be Nimble,
Jack be quick,
Jack jump over the candlestick.

For this game have three candles in a row about two feet apart. Let the players jump over them one at a time. If small children are playing the game, use ordinary sized candles; if they are larger, get the candles longer. The object of the game is to jump from one to the other rapidly without knocking over the candles.

Humpty Dumpty Sat On a Wall,
Humpty Dumpty had a great fall;
All the king's horses and all the king's men
Couldn't put Humpty Dumpty together again.

Six or eight children stoop down in a row close together. The others repeat the verse. When they come to "had a great fall," the player falls over on the one next, thus causing the whole row to fall. One child representing the "king's men" tries to set them up again, but fails.

Little Boy Blue, come blow your horn,
The sheep's in the meadow, the cow's in the corn,
Where's the little boy that looks after the sheep?
He's under the haystack, fast asleep.

One child is Little Boy Blue and has a horn. He goes away and hides. The others repeat the rhyme. When they have finished, Little Boy Blue blows his horn very softly, thus giving the players a clew as to where he is. The first one to find him becomes Boy Blue.

Most of the children know

Peas Pudding Hot,
Peas pudding cold,
Peas pudding in the pot
Nine days old.

Some like it hot,
Some like it cold,
Some like it in the pot
Nine days old.

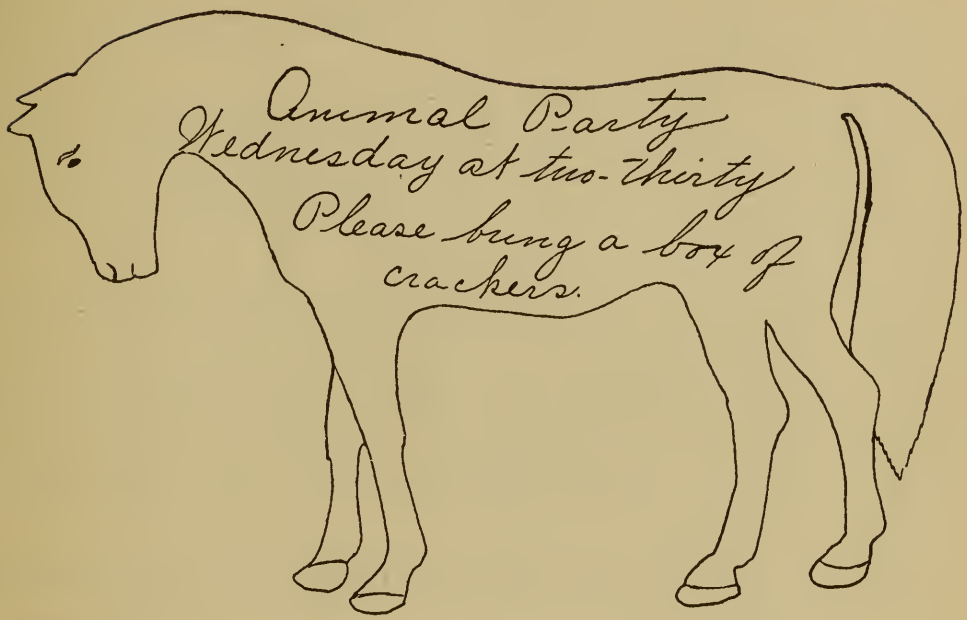
Let the children choose partners for playing this game. It is the old slapping game which most of the children know. Those who do not know it will soon learn it by watching the others.

Of course you would not forget
Little Jack Horner who sat in a corner
Eating a Christmas pie;
He stuck in his thumb and he pulled out a plum
And said "What a good boy am I."

This can be used for the center piece on the table. Take a pan and cover with paper. Inside put a piece of candy for each child and run a string from the candy to the children's places. After they have repeated the verse each one pulls his string and gets his "plum." The cookies might be put in little bags representing the bags of wool in "Ba-a, ba-a, black sheep." The rest of the refreshments might consist of the supper the "Old Woman in the Shoe" gave to her children, or it might be cocoa.

Additional Games

ADDITIONAL GAMES



Animal Party

THE fact that there are so many animal games shows that the children like them. So they will like an Animal Party. Cut the invitations in the shape of any animal you prefer, or they can be made from scrap pictures or cut from advertisement cards.

Although there are so many animal games, only the easiest and most common ones have been selected. The most familiar one no doubt is **Fox and Goose.** One child is chosen for fox and one for goose. The rest join hands and form a circle. The fox tries to catch the goose. The children must let the goose in and out the circle as he wishes but must keep the fox from getting where the goose is.

Pussy Wants a Corner is an old game but one the children never tire of. All but one stand in a corner. If there are not enough corners, chairs may be used. One child, who is Puss, goes around from child to child saying, "Pussy wants a corner." The child replies, "Next door neighbor." They change with one another and pussy tries to get a corner while they are

changing. When he gets one the child left without a corner becomes Puss.

A **Donkey Game** can either be made at home or purchased at the store. It consists of a tailless donkey and enough loose tails for each child to have one. Fasten the donkey to the wall. Blindfold the children and let them walk up, one at a time, and pin the tail on the donkey.

Look Out for the Bear is a game in which all the children can take part. One is the Bear. While all the others have their eyes blinded he goes and hides. When the bear is securely hidden the children go on a hunt for him. The first one to see the bear calls out, "Look out for the bear" and all run back to the goal, the bear after them. The first one caught becomes the bear.

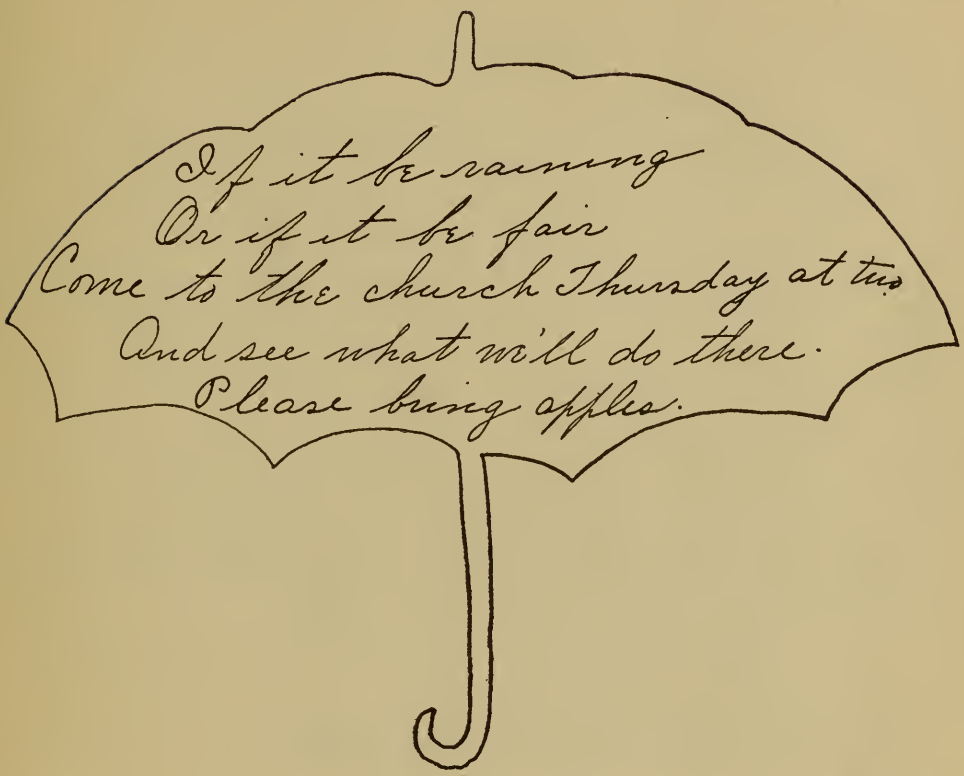
Another animal game is **Cat and Mouse.** The children sit in two rows on the floor facing each other, but with plenty of room between them. One is chosen for the cat and one for the mouse. Both are blindfolded and start from opposite ends of the row. The cat tries to catch the mouse as they pass each other. When the mouse is caught he becomes the cat and another child is chosen for the mouse.

If the children want to march, have a circus parade before going into the dining room. Each one decides which animal he wants to be and while marching, the lions roar, the bears growl, the cats mew, etc. The story of "The Three Bears" is a good one with which to quiet the children before they have refreshments.

In the dining room there is another circus parade. This time it is of animal crackers. Little round crackers are frosted and, while the frosting is still soft, animal crackers are stuck onto them. Candy mice are also found at each place. In the center of the table have different kinds of toy animals. Serve lemonade and cake.

Additional Games

ADDITIONAL GAMES



Temperance Party

TOO MANY teachers a **Temperance Party** is the last thing they would think of, but why could not one be given to emphasize the right uses of fruits and grains? It is surprising how quickly a child will learn verses in connection with games which he would otherwise think too hard to learn. With this in mind use as many temperance verses as possible throughout the party.

The invitation might be cut from black mounting paper in the shape of an opened umbrella. On one side write with white ink the temperance verse:

"Each flower holds up its dainty cup
To catch the rain and dew;
The drink for flowers that comes from showers
Is just the drink for you."

On the other side of the umbrella write the invitation.

One way to use corn is to pop it. Have several large pans filled with popcorn and as the children arrive, give them needles and thread with which to **String the Corn.** If the party is held near Christmas the strings may be kept for the tree. If it is held at some other time during the year, ask the children if they would not like to send the pretty strings of popcorn to some children who do not have good things to eat. Explain that their fathers spend their money for wrong things that are made from corn.

When the children tire of this let them have a **Popcorn Hunt.** Secure enough small paper bags so that each child may have one. Fill with popcorn and hide them around the room before the children come. They probably ate some corn while stringing it, but will be glad to have some more.

A Little Stream had lost its way
Amid the grass and ferns,
A passing stranger scooped a well
Where weary men might turn.

He walled it in and hung with care
A ladle at the brink;
He thought not of the deed he did,
But judged that all might drink.

He passed again, and lo, the well
By summer never dried;
He cooled ten thousand parching tongues
And saved a life beside.

In this game one child is chosen for the "stranger." Half of the children by holding hands make the "stream." It winds in and out until it comes to the "stranger." He leads the "stream" around in a circle, thus forming the "well." The rest of the children can "get a drink" from the well.

Ten Little Temperance Boys.

One little temperance boy to his work so true
Pledged another little boy, and then there were two.

Chorus

Temperance boys, temperance boys, happy and gay;
Temperance boys, temperance boys, jolly are they.

Two little temperance boys from bad habits free
Got another boy to join, and then there were three.

Three little temperance boys never drank or swore,
Taught a boy he must not smoke, and then there were four.

Four little temperance boys to their work alive,
Helped another little boy, and then there were five.

Five little temperance boys, eyes very bright
Soon started number six on the road to right.

Six little temperance boys looked up to heaven,
Cheered a playmate on the way, and then there were seven.

Seven little temperance boys, alcohol they hate,
Told a fellow of the wrong, and then there were eight.

Eight little temperance boys, touch not, taste not wine,
Asked a schoolmate not to drink, and then there were nine.

Nine little temperance boys at work with voice and pen,
Soon joined another boy and then there were ten.

This makes a good game for the older children. One boy goes into the middle of the circle while the others join hands and march around him singing the verses above to the tune of "Five Little Chickadees." As each verse is sung another boy joins the one in the middle. When they come to the chorus, all stand still and clap their hands. Those in the center find places on the circle while singing the chorus to the last verse. By changing a few of the words the game could be played the second time by "ten little temperance girls."

When the children are through with their games, tell them the "Harvest Story," by Nella F. Ford. Then let them have a temperance march. There should be a leader for the girls carrying a temperance flag, and a leader for the boys carrying an American flag. The boys and girls march around

the room in opposite directions for a while, then come together and march two abreast into the dining room.

Have everything there in white as far as possible. In the center of the table have a bouquet of white carnations or some other white flower which:

"—holds up its dainty cup
To catch the rain and dew."

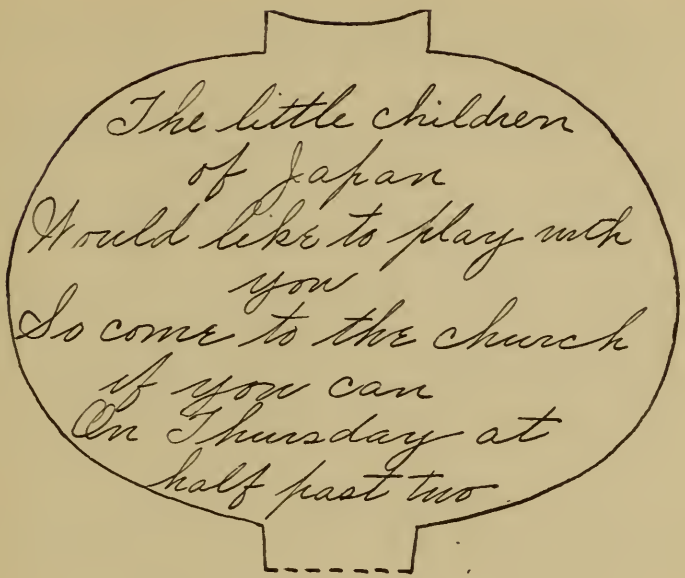
As a souvenir of the party give each child a white ribbon bow for:

"My little bow of white
Will help me to do right."

Grapes or apples could be served for refreshments.

Additional Games

ADDITIONAL GAMES



Japanese Party

JAPAN, the land of beauty, is surely a good subject for a party. As nearly all little children nowadays have kimonos, this could be a dress-up party. Cut the invitations double from wall-paper in the shape of lanterns. Write the invitation inside. Also write there on the opposite side words telling the children to wear kimonos and to bring their dolls.

Without being directed they will enjoy for quite a while looking at each other's dolls and playing with them. When ready for the games, the dolls can all be put in a row to watch the children play or can be strapped on their mothers' backs. As the Japanese games are a little more quiet than the African game, the dolls would be quite safe on their owners' backs.

Japanese children like to play **Ball** too, but they have their own way of doing it. In Japan the child bounces the ball real hard, turns clear around and tries to face forward again in

time to hit the ball as it strikes the floor and rebounds. He tries to do this five times in succession.

Instead of playing with bean bags the children of Japan play with rice and call the game **Otadama.** Each one has three or four bags, two inches square, filled with rice. Each child plays by himself, tossing the bags into the air and trying to keep them all going at once.

Konkonchiki is played by three children at a time. Two hold the ends of a sash or a piece of ribbon in which a loose knot has been tied. The third child tries to put a ball through the knot before the others can draw it up or catch his hand away.

Let the boys play the rest of the games alone while the girls amuse themselves with their dolls and watch the boys.

A game best fitted for boys is **Serpent's Tail.** They all take hold of one another and the first boy, who is the head, tries to catch the last, who is the tail. Should any boy let go of the one in front of him, he and all those behind him must drop out of the game. It continues till each boy has been caught. If there is still time the boys can play hop scotch and shuttle cock.

In the dining room hang as many Japanese lanterns as you can get. For the table make a cherry tree using many pink blossoms. Any small branch would answer for the cherry tree. Use a little green paper for the leaves and pink for the blossoms. Have several Japanese dolls sitting underneath the tree.

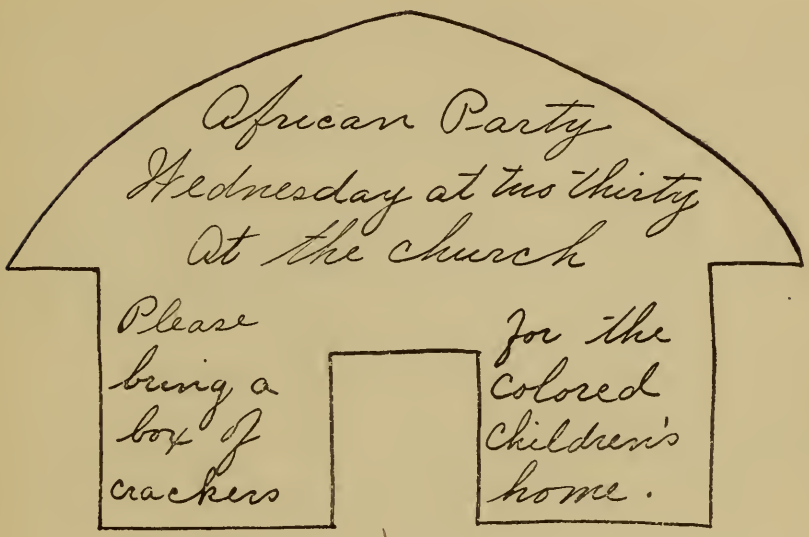
Serve pineapple rice and cake. To make the former, drop the rice in hot water and boil for twenty minutes. When ready to serve add a little sugar, some grated pineapple and a spoonful of whipped cream. Instead of giving the children a candy box to take home, give each of the girls a little Japanese fan for their hair and give the boys a package of Japanese flowers, the kind that open in water.

Additional Games

ADDITIONAL GAMES

Table Set for African Party

ADDITIONAL GAMES



An African Party

AN **African Party** would have no special attraction for children unless they have been studying about African children, but those who have will enjoy playing they are little Africans.

The invitations should be cut from heavy brown paper in the shape of an African hut.

Ball seems to be played everywhere, so it might be well to start out with this. In Africa the children form a line and one throws a ball past the line. Each boy tries to spear it as it passes. As American children would not be able to do that, give each one a small cane, similar to those which come on pennants, and let them try to stop the ball as it passes.

Some other African games, although not entirely different from ours, are **Kalurembo, Blind Man's Buff** and **Hen and Wild Cat.** In playing **Kalurembo** the one who is "it" is called the lion and the others are the deer. The lion catches the deer just as we would catch one another in a game of hide and seek.

For **Blind Man's Buff** two children are blindfolded. The one who is being pursued has two flat sticks which he strikes

together. This gives the one pursuing some idea of where he is. After striking the sticks, the other runs away. He waits a minute and if he is not caught, strikes the sticks again. The pursuer has a cloth with which he tries to strike the other child.

In **Hen and Wild Cat** one is chosen for the Wild Cat and one for the Hen. The rest of the children are Chickens. The hen leads the chickens around and warns them of approaching danger. The wild cat springs at them and tries to catch one. The game continues till all have been caught.

Basket, while not much of a game, would be fun for the children to play. Each is given a small basket to carry on his head. At the word "go" they start for the other end of the room. The object is to see which one can get there first.

All children love to hear the story of "Black Sambo," no matter how many times they have heard it before. So tell it to them before going to the dining room.

The table can be fixed up like an African kraal. In the center have one large hut. This is made of heavy brown bristol board. For the wall of the hut cut a strip five and one-half inches high and thirty inches long and paste the two ends together; cut a hole for the door. The top of the hut is made from a circle fourteen inches in diameter with about four inches of circumference taken out. Paste together the two edges where the section was removed. This forms the pointed roof. Make little huts as souvenirs for the children. Have two or three colored dolls sitting by the big one and little black baby candies near the little huts. Serve cocoa and cake.

Additional Games

ADDITIONAL GAMES

Post Card Party

IF YOU are looking for something novel, try a **Post Card Party.** Write the invitations on any pretty post card and ask the children to bring as many old ones as they can.

The people here do not realize how many uses missionaries can make of any kind of a picture card. In some countries colored pictures are almost unknown and grown people are as eager for them as the children. Post cards which the children bring can be prepared and sent to the missionary of your church.

Have ready for the children's use tables, chairs, paste, paste-sticks and paper. At some stores you can get paper just post card size. This will save your cutting it. When the children arrive, let them go to the table and paste a piece of paper over the address side of the card. They will be kept busy at this for quite a while. They will enjoy looking at the pictures themselves as well as preparing them to send to some one else.

Save out a few cards to use in the games. You will need about twenty for the **Mail Man's Race.** Make two mail bags out of brown cambric. Put the same number of cards in each bag. Line the children up in two rows. At a given signal the mail carriers start to deliver their cards, one to each child. The first one who disposes of his mail and gets back to the starting point, wins.

The mail carriers go **"Round and Round the Village."** So let the children do it too. They form a circle. One child walks around this while the others sing. At the second verse they join hands, raising them so as to form windows. At the third verse the child acting as mail carrier stands and faces one in the circle. When they come to the last verse the child chosen follows the other around the inside. Then the first one finds a place with the other children.

Round and round the village,
Round and round the village,
Round and round the village,
As fast as we can go.

In and out the windows,
In and out the windows,
In and out the windows,
As we have done before.

Stand and face your partner,
Stand and face your partner,
Stand and face your partner,
And bow before you go.

Follow me to London,
Follow me to London,
Follow me to London,
As we have done before.

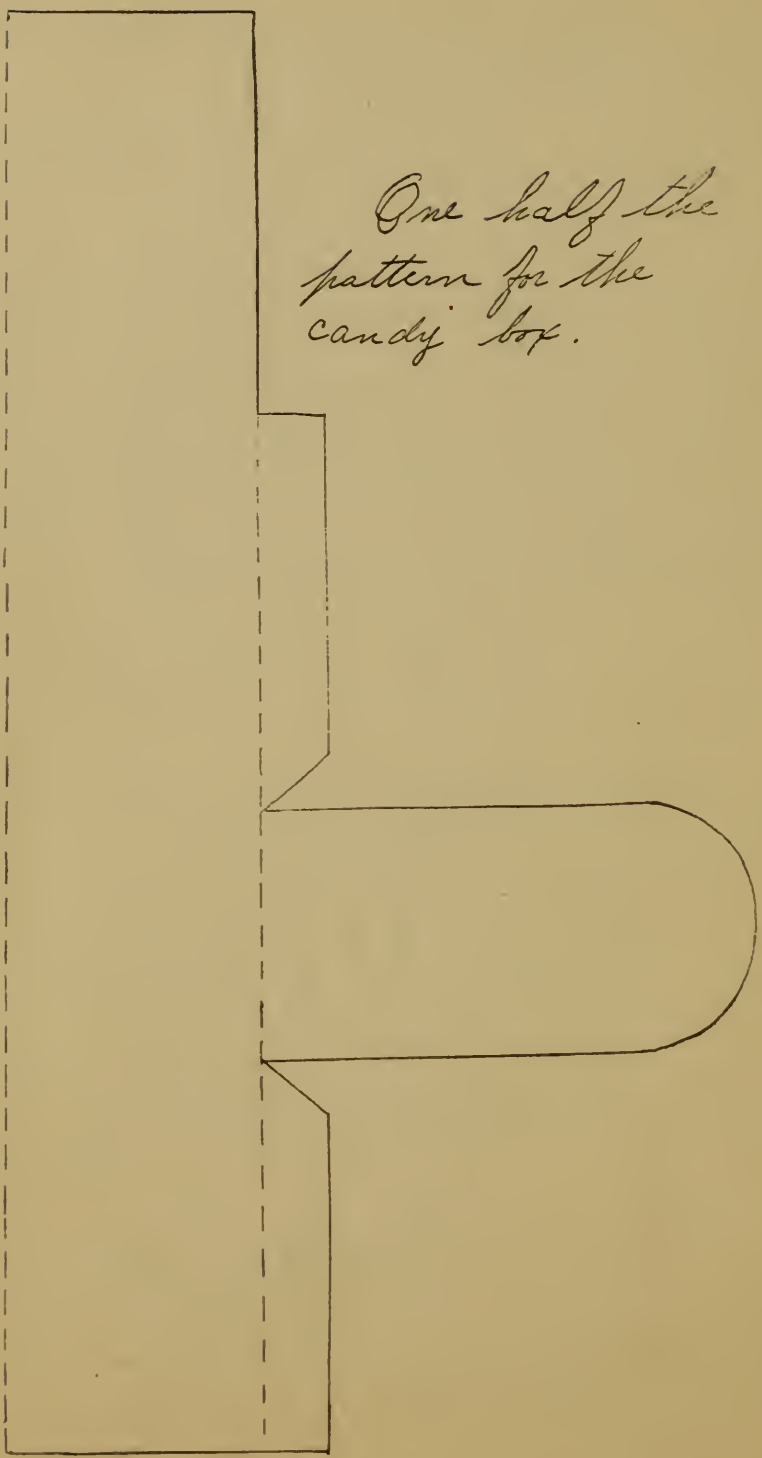
Some may know the game, **"My Father Just Returned from China."** If the post cards are to go to some other country that name could be substituted for China. A child says to the one sitting next to him "My father just returned from China." The other says, "Did he? What did he bring you?" The first answers, "A fan." At that he makes his hand go as if fanning himself. No. 2 repeats to No. 3 and so on clear around the circle. No. 1 says, "My father just returned from China, and brought me two fans," "two shoes," "a hat" and "a chair." Each time the child adds the new movement to the ones he has already used.

Instead of calling the next game Going to Jerusalem, say **Going to China.** Arrange the chairs in a row, every other chair facing a different way. Have one less chair than there are children. While some one plays a march on the piano the children walk around the chairs. When the music stops, each one tries to get a chair. The child failing to get one

drops out of the game. One chair is taken off each time and they try again till there is only one left.

If you can get a returned missionary to tell about child life in the country to which they are sending post cards, it will interest the children.

The refreshments for this party can all be arranged before hand and be on the table when the children come in. Serve stuffed dates and cookies. Secure enough cheap envelopes so each child can have two. Put dates in half of the envelopes and cookies in the others. Have two large green mail boxes on the table. Put the envelopes of dates in one and the envelopes of cookies in the other. When the children are seated give to all a letter from each box. Little green mail boxes can be made to hold each child's candy.


One half the
pattern for the
candy box.

Additional Games

ADDITIONAL GAMES

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